

large-scale systems.				shapes and lines, and each individual element in the drawing is called an object	different outcomes depending on whether a condition is 'true' or 'false'.
Discover how information is found on the World Wide Web, through learning how search engines work.	Exposed to topic-based language and develop the skills of capturing, editing, and manipulating video.	Learn how to connect and program it to control components (including output devices — LEDs and motors). Introduced to conditions as a means of controlling the flow of actions in a program	Use a real-life database to answer a question, and present work to others.	Layer objects and begin grouping and duplicating them to support the creation of more complex pieces of work	Represent this understanding in algorithms, and then by constructing programs in the Scratch programming environment.
Year 6					
E-Safety and Key Skills 1. Computing systems and networks - Communication and collaboration**	2. Creating media – Web page creation	3. Programming A – Variables in games**	4. Data and information - Introduction to Spreadsheets**	5. Creating media – 3D Modelling	6. Programming B - Sensing movement
Explore how data is transferred over the internet. Look at how the internet facilitates online communication and collaboration.	Creating websites for a chosen purpose. Learners identify what makes a good web page and use this information to design and evaluate websites using Google Sites.	Find out what variables are and relate them to real-world examples of values that can be set and changed. Use variables to create a simulation of a scoreboard.	Organising data into columns and rows to create a data set. Understand the importance of formatting data to support calculations.	Create a 3D space, moving, resizing, and duplicating objects. Create hollow objects using placeholders and combine multiple objects to create a model of a desk tidy.	Build a program for a micro bit and test it within the programming environment.
Learn how to communicate responsibly by considering what should and should not be shared on the internet.	Recognise copyright and fair use of media, the aesthetics of the site, and navigation paths.	Use-Modify-Create model, learners experiment with variables in an existing project, and then modify them, before they create a project.	Introduced to formulas and will begin to understand how they can be used to produce calculated data.	Examine the benefits of grouping and ungrouping 3D objects, then go on to plan, develop, and evaluate a 3D model of a building	Transferring the program to a micro: bit. Try out three different new projects with each adding more depth.
Assessment Tasks	Assessment Tasks	Assessment Tasks	Assessment Tasks	Assessment Task	Assessment Tasks
Learners to create a range of documents to evidence key skills.	Present knowledge of associated devices. Screen shot evidence of editing tracks.	Create screen shot evidence of coding development evidence. Save project files and written logs of development.	Present evidence of data and information. Develop evidence of understanding data logs, points and sets.	Present final edited files. Show development process of files over time.	Screen shots of coding challenge activities. Save project files of coding solutions.
Develop electronic evidence files and screen shots of evidence of internet usage.	Produce evidence of raw and exported project files.	Present evidence of testing and modifications of commands.	Develop evidence of data analysis.	Consider and write about the effectiveness of the editing process over time and choices made to date.	Present descriptions of coding annotations.

Personal Development	Personal Development	Personal Development	Personal Development	Personal Development	Personal Development
Think about keeping safe with technology. Recognise computer hardware devices and software applications.	Consider end user opinions and sensitivities within the project outcomes.	Consider end user interactions in relation to a target audience.	Understand the wider world implications of data collection and processing in their own family lives.	Able to consider image developments in relation to customizing materials to suit their own personal interests	Consider how iteration is useful in a cross curricula perspective when developing solutions.
Reading & Writing	Reading & Writing	Reading & Writing	Reading & Writing	Reading & Writing	Reading & Writing
New technical vocab and in app menus.	Learn to understand industry standard terminology in relation to audio editing, through handouts and in app information features.	Use online sites and handouts to help comprehend command scripts.	Interpret data and information for given scenarios.	Students will learn methods for editing and optimisation	Use online sites and handouts to help comprehend command scripts.
Speaking & Listening	Speaking & Listening	Speaking & Listening	Speaking & Listening	Speaking & Listening	Speaking & Listening
Communicate thinking and share ideas with the class group	Share ideas and thought processes with the class group	Discuss their developments with peers and staff.	Communicate conclusions and reasoning clearly and effectively.	Discussion round robin opportunities for peer reviews.	Consider the solutions and feedback to peers and staff.
Numeracy & Mathematical Reasoning	Numeracy & Mathematical Reasoning	Numeracy & Mathematical Reasoning	Numeracy & Mathematical Reasoning	Numeracy & Mathematical Reasoning	Numeracy & Mathematical Reasoning
Numerical settings within app scaling and formatting tool selections to consider.	Numerical control options as part of the editing processes.	Numerical logical controls within the development of programing scripts.	Utilise numerical settings and control within the processing of data and information.	Considering numerical features within app settings and optimization of files.	Explore numerical controls and conditions within programing
Creative Media	Creative Media	Creative Media	Creative Media	Creative Media	Creative Media
Office applications, PC's and white board.	Audacity, Internet Explorer, PC's, audio devices.	Scratch, online repositories, PC's, white board.	Office applications, PC's and white board.	Photo editing software, PC's, white board and Internet Explorer	Scratch, online repositories, PC's, white board.