Planning for Computing   School   Our Lady's   Year Group 6

Term 1	Term 2	Term 3
e-Safety **Communication & Networks** **Use technology safely, respectfully and responsibly.** • Build on knowledge from KS1. • Keeping ourselves safe online. Not sharing private information, including information that could be gathered from photos you post online. • Respecting other people's privacy online. • Legal and ethical responsibilities online. • Respect for intellectual property rights, sharing files, music etc. • Looking at the terms and conditions of using some websites e.g. 13+ age restriction on facebook. • Awareness of their digital footprint, the data that is generated when you use the internet and how this is used. (e.g. advertising)	**e-Safety** **Communication & Networks** **Recognise acceptable/unacceptable behaviour.** • Children to recognise the impact that they may have on others online. • Awareness of social media sites for their age group and appropriate conduct, treating others as you would treat someone in front of you. • Schools acceptable use policy.	**e-Safety** **Communication & Networks** **Identify a range of ways to report concerns about content and contact.** • Building upon KS1 understanding of who to report issues and concerns to. • What kind of content to report and the people they can be reported to. • Teachers, Parents, CEOP, Police, Childline. Adjust to be age appropriate/issues that may be evident in the cohort.
Algorithms **Programming & Development** **Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems.** • Builds on work from KS1 • Looks at writing an algorithm to create a game or animation.	**Algorithms** **Programming & Development** **Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.** Do not fix the problem for them. Get children to work collaboratively working on independence, resilience and persistence.	**Algorithms** **Programming & Development** **Use sequence, selection and repetition on programs; work with variables and various forms of input and output.** **Sequence**: step by step nature of programming and algorithms. **Selection**: instructions such as if…..then decisions (if it rains, then I will wear my coat). **Repetition:** repeat/loop until (keep going until 5 questions have been answered correctly)

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Information Technology	Communication & Networks	Data & Data Representation	Hardware & Processing	Data & Data Representation	Communication & Networks
Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals.	**Understand computer networks, including the internet; how they can provide multiple services, such as the World Wide Web, and the opportunities they offer for communication and collaboration.**	**Use a branching database to sort and classify a range of living things in increasing detail according to their characteristics.**		**Explore shadows using a datalogger to find the best material to block light.**	**Information Technology** **Using technology on a global scale.** • Using technology to better our understanding of the world we live in and the people that live here. • Blogging, Skype etc.