Year 6 Computing

Areas of Learning

- design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems
- introduce pupils to solve problems by splitting problems into smaller parts
- begin to use sequence, selection, and repetition in programs; work with variables and various forms of input and output
- use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs
- select, use and combine a variety of software to accomplish given goals, including collecting, analysing, evaluating and presenting data and information
- use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.

Approaches to learning

- Use programming environment such as Scratch to create solutions to simple problems.
- Introduction to robotics and robotic control
- Further develop skills using Microsoft Word, Powerpoint and Excel
- Understand issues surrounding e-safety such as cyberbullying and learn how to report abuse.

Examples of learning

- Create games and/or simulations in Scratch that control the movement of a sprite on a background i.e. a *Pacman* game.
- Develop programs to control a robotic arm and/or vehicle.
- Work on projects using Microsoft programs supporting activities in other subjects.
- Watch video on e-safety and discuss.

References

Primary Curriculum 2014: http://www.primarycurriculum.me.uk/ks2/computing