Year 6 – Computing

Knowledge, Skills and Understanding 2022/2023

Computing Systems and Networks – Communication
• To identify how to use a search engine
• To describe how search engines select results
• To explain how search results are ranked
• To recognise why the order of results is important, and to whom
• To recognise how we communicate using technology
• To evaluate different methods of online communication

Creating Media – 3D Modelling
• To use a computer to create and manipulate three-dimensional (3D) digital objects
• To compare working digitally with 2D and 3D graphics
• To construct a digital 3D model of a physical object
• To identify that physical objects can be broken down into a collection of 3D shapes
• To design a digital model by combining 3D objects
• To develop and improve a digital 3D model

Creating Media – Web Page Creation
• To review an existing website and consider its structure
• To plan the features of a web page
• To consider the ownership and use of images (copyright)
• To recognise the need to preview pages
• To outline the need for a navigation path
• To recognise the implications of linking to content owned by other people

Data and Information – Spreadsheets
• To identify questions which can be answered using data
• To explain that objects can be described using data
• To explain that formula can be used to produce calculated data
• To apply formulas to data, including duplicating
• To create a spreadsheet to plan an event
• To choose suitable ways to present data

Programming A – Variables in Games
• To define a 'variable' as something that is changeable
• To explain why a variable is used in a program
• To choose how to improve a game by using variables
• To design a project that builds on a given example
• To use my design to create a project
• To evaluate my project

Programming B – Sensing
• To create a program to run on a controllable device
• To explain that selection can control the flow of a program
• To update a variable with a user input
• To use a conditional statement to compare a variable to a value
• To design a project that uses inputs and outputs on a controllable device
• To develop a program to use inputs and outputs on a controllable device