



Computing Subject Map - Y6

Autumn 1					
Project title: Maafa					
Lesson	Objective	Skill	Knowledge	Links to prior learning	Big Idea links
1	Online Safety Identify benefits and risks of mobile devices broadcasting the location of the user/device, e.g., apps accessing location. Identify secure sites by looking for privacy seals of approval, e.g., https, padlock icon.	I can use the example game and further research to refresh my memory about risks online.	The children should be able to discuss online safety - including sharing location, secure websites, spoof websites, phishing, and other email scams. Also- protecting their digital footprint, where to go for help, smart rules and security software	Use of images Plagiarism Citing sources Responsibility to others when sharing Sources of support SMART rules Sharing passwords Image manipulation Searching Reliability	Growth Investigation
2	Identify the benefits and risks of giving personal information and device access to different software.	I can use the example game and further research to refresh my memory about the steps I can take to protect myself.	The children should be able to discuss online safety - including sharing location, secure websites, spoof websites, phishing, and other email scams. Also- protecting their digital footprint, where to go for help, smart rules and security software	Use of images Plagiarism Citing sources Responsibility to others when sharing Sources of support SMART rules Sharing passwords Image manipulation Searching Reliability	Growth Investigation



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3	Review the meaning of a digital footprint and understand how and why people use their information and online presence to create a virtual image of themselves as a user	I understand how what they share impacts upon myself and upon others in the long-term.	The children should be able to discuss online safety - including sharing location, secure websites, spoof websites, phishing, and other email scams. Also- protecting their digital footprint, where to go for help, smart rules and security software	Use of images Plagiarism Citing sources Responsibility to others when sharing Sources of support SMART rules Sharing passwords Image manipulation Searching Reliability	Growth Investigation
4	Have a clear idea of appropriate online behaviour and how this can protect themselves and others from possible online dangers, bullying and inappropriate behaviour.	I know about the consequences of promoting inappropriate content online and how to put a stop to such behaviour when I experience it or witness it as a bystander.	The children should be able to discuss online safety - including sharing location, secure websites, spoof websites, phishing, and other email scams. Also- protecting their digital footprint, where to go for help, smart rules and security software	Use of images Plagiarism Citing sources Responsibility to others when sharing Sources of support SMART rules Sharing passwords Image manipulation Searching Reliability	Growth Investigation



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5	I understand the importance of balancing game and screen time with other parts of my lives, e.g., explore the reasons why I may be tempted to spend more time playing games or find it difficult to stop playing and the effect this has on my health.	I can take more informed ownership of the way that I choose to use my free time. I recognise a need to find a balance between being active and digital activities. I can give reasons for limiting screen time.	The children should be able to discuss online safety - including sharing location, secure websites, spoof websites, phishing, and other email scams. Also- protecting their digital footprint, where to go for help, smart rules and security software Think about time spent online – how it can affect their health.	Use of images Plagiarism Citing sources Responsibility to others when sharing Sources of support SMART rules Sharing passwords Image manipulation Searching Reliability	Growth Investigation
6	Identify the positive and negative influences of technology on health and the environment.	I can talk about the positives and negative aspects of technology and balance these opposing views	The children should be able to discuss online safety - including sharing location, secure websites, spoof websites, phishing, and other email scams. Also- protecting their digital footprint, where to go for help, smart rules and security software Extension: Children have an internalised in-depth understanding of the risks and benefits of an online presence.	Use of images Plagiarism Citing sources Responsibility to others when sharing Sources of support SMART rules Sharing passwords Image manipulation Searching Reliability	Growth Investigation



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Autumn 2					
Project title: Maafa					
Lesson	Objective	Skill	Knowledge	Links to prior learning	Big Idea links
1	Text Adventures Find out what a text-based adventure game is and to explore an example made in 2Create a Story. Use 2Connect to plan a 'Choose your own Adventure' type story.	I can describe what a text adventure is. I can map out a story-based text adventure. I can use 2Connect to record their ideas.	Children can have the chance to explore a simple text adventure. They then need to plan their own adventure, using 2 or 3 levels of decision making.	Game Design planning Refining and reviewing games Planning and designing for a logical outcome. Debugging	Growth Investigation
2	Use 2Connect plans for a story adventure using 2Create a Story.	I can use the full functionality of 2Create a Story Adventure Mode to create, test and debug, using my plan. I can split my game designs into appropriate sections.	The children should create an adventure story based on their plans. They should have at least 2 or 3 levels of decision making.	Game Design planning Refining and reviewing games Planning and designing for a logical outcome. Debugging	Growth Investigation
3	Introduce an alternative model for a text adventure which has a less sequential narrative.	I can map out an existing text adventure. I can contrast a map-based game with a sequential story-based game.	The children should design and start to create a game which has a sequence of rooms, including rooms in which the player needs to make a choice and collect items in order to complete the game. Save work	Game Design planning Refining and reviewing games Planning and designing for a logical outcome. Debugging	Growth Investigation



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4	Introduce an alternative model for a text adventure which has a less sequential narrative.	I can map out an existing text adventure. I can contrast a map-based game with a sequential story-based game.	The children should continue with the design and finish creating their game which has a sequence of rooms, including rooms in which the player needs to make a choice and collect items in order to complete it.	Game Design planning Refining and reviewing games Planning and designing for a logical outcome. Debugging	Growth Investigation
5	Use written plans to code a map-based adventure in 2Code.	I can create my own text-based adventure based upon a map. I can use coding concepts of functions, two-way selection (If/Else statements) and repetition. I can debug my code if necessary	The children should be reminded how to use 2Code and then start to create a text-based adventure game based on a map. Save work	Game Design planning Refining and reviewing games Planning and designing for a logical outcome. Debugging	Growth Investigation
6 If needed	Use written plans to code a map-based adventure in 2Code.	I can create my own text-based adventure based upon a map. I can use coding concepts of functions, two-way selection (If/Else statements) and repetition. I can debug my code if necessary	The children should finish creating their text-based adventure game based on a map.	Game Design planning Refining and reviewing games Planning and designing for a logical outcome. Debugging	Growth Investigation
7	Create African art Silhouettes. Use 2 Paint a Picture to create African silhouettes.	I know what a silhouette is. I can use 2Paint a Picture to create African art.	Have a class discussion about silhouettes. Show the children some examples of African silhouette pictures. Explain to the children that they are going to re-create one of the pictures.	Paint Tools Design Use of appropriate colours	Growth



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Spring Term 1					
Project title: Frozen Kingdom					
Lesson	Objective	Skill	Knowledge	Links to prior learning	Big Idea links
1 AND 	Coding Design and make a playable game with a timer and a score. Plan and use selection and variables. Understand how the launch command works.	I can plan a program which includes a timer and a score. I can follow my plans to create a program I can debug my program as necessary.	The children should begin to use their previously learnt skills to design and make a more complex program.	Text variables Strings Efficient coding Friction and Functions.	Investigation Growth
2	Design and make a playable game with a timer and a score. Plan and use selection and variables. Understand how the launch command works.	I can plan a program which includes a timer and a score. I can follow my plans to create a program I can debug my program as necessary.	The children should begin to use their previously learnt skills to design and make a more complex program.	Text variables Strings Efficient coding Friction and Functions.	Investigation Growth
3	Use functions and understand why they are useful. Understand how they are created and called.	I can create a program that makes use of functions. I can use multiple functions with the code arranged in tabs.	The children should begin to use their previously learnt skills to design and make a more complex program using functions.	Text variables Strings Efficient coding Friction and Functions.	Investigation Growth
4	Use flowcharts to test and debug a program. Create a simulation of a room in which devices are controlled.	I can follow flowcharts to create and debug code. I can create flowcharts for procedure. I can be creative with code.	The children should begin to use their previously learnt skills to design and make a more complex program using Flowcharts and Control Simulations.	Text variables Strings Efficient coding Friction and Functions.	Investigation Growth



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5	Understand the different options of generating user input in 2Code. Understand how user input can be used in a program.	I can code programs that take text input from the user and use this in the program. I can attribute variables to use input. I am aware of all possibilities when using user input.	The children should begin to use their previously learnt skills to design and make a more complex program using user input.	Text variables Strings Efficient coding Friction and Functions.	Investigation Growth
6	Revisit how 2Code can be used to make a text-based adventure game.	I can add to a previously made Text-Based Adventure Game. I can create a new, short text-based adventure game. I can adapt an existing text adventure to reflect my ideas.	The children should begin to use their previously learnt skills to design and make text-based adventure game.	Text variables Strings Efficient coding Friction and Functions.	Investigation Growth
SAFER INTERNET DAY LESSON – USE SAFER INTERNET DAY WEBSITE FOR RESOURCES					



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Spring Term 2					
Project title: Frozen Kingdom					
Lesson	Objective	Skill	Knowledge	Links to prior learning	Big Idea links
1	Quizzing Create a picture-based quiz for young children.	I can begin to create a picture-based quiz for young children. I can consider the audiences abilities and interests when setting the quiz.	The children should be introduced to 2Quiz in order to make a Quiz suitable for young children. Understand their audience.	Save and Open work Copying and Pasting Consider playability and challenge for audience. Write instructions	Growth Investigation
2	Quizzing Create a picture-based quiz for young children.	I can begin to create a picture-based quiz for young children. I can consider the audiences abilities and interests when setting the quiz.	The children should be introduced to 2Quiz in order to make a Quiz suitable for young children. Understand their audience. Share the Quiz with KS1 children	Save and Open work Copying and Pasting Consider playability and challenge for audience. Write instructions	Growth Investigation
3	Explore different question types within 2Quiz.	I can understand the different question types. I know which question types are best for different audiences. I can make a quiz for a specific subject.	The children should explore the different types of quiz questions available to them. Think carefully about the suitability for a specific type of quiz and audience.	Save and Open work Copying and Pasting Consider playability and challenge for audience. Write instructions	Growth Investigation



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4	Explore the grammar quizzes.	I can try out different types of grammar games. I can choose an appropriate tool to make my own grammar game.	The children should be able to choose appropriate tools to create a grammar game for a given audience.	Save and Open work Copying and Pasting Consider playability and challenge for audience. Write instructions	Growth Investigation
5	Know how to make a database quiz.	I can use 2Investigate to answer quiz questions. I can design my own quiz based on the example databases.	The children should be able to choose appropriate tools to create a database quiz based on a 2Investigate database example.	Save and Open work Copying and Pasting Consider playability and challenge for audience. Write instructions	Growth Investigation
6	Make a quiz to test teachers or parents.	I can use my knowledge of quiz types to create a quiz show quiz based on a curriculum area of my choice.	Are the teachers smarter than a 10 -11 year old? Make a quiz suitable to challenge a teacher or parent about an area of the curriculum.	Save and Open work Copying and Pasting Consider playability and challenge for audience. Write instructions	Growth Investigation



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Summer 1					
Project title: Britain At War					
Lesson	Objective	Skill	Knowledge	Links to prior learning	Big Idea links
1	Online Safety Staying safe on Social Media. -	I understand why it is important to stay safe on social media sites. I know that some sites are not suitable for my age group.	Have a class discussion about social media sites. Discuss (at an appropriate level) sexting and up skirting etc. Ensure the children know that they can say NO and report people if they are not comfortable about anything.	Online Safety unit Safer Internet Day	Growth
2	PowerPoint (linked to project) Know how to create a 'Hyperlink' in a presentation.	I know what a 'Hyperlink' is. I can create a hyperlink in a PowerPoint presentation.	The children should start to create a PowerPoint linked to their project. They could make a quiz, if preferred, using PowerPoint and hyperlinks to answers. Save work	Typing skills Quizzing Backgrounds Copy & Paste Effective searching	Growth Investigation
3	Create a suitable background for our presentations.	I can choose a suitable background for my slides. I can apply different backgrounds where required.	Open work. The children should be able to find a suitable image from the internet and apply it to either all of the presentation, or, selected slides. Save work	Typing skills Quizzing Backgrounds Copy & Paste Effective searching	Growth



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4	Use animations to make the presentation more interesting.	I can use the animation tool on both text and images.	Open work. The children should be able to animate both selected text and images to make the presentation more interesting. Save work	Typing skills Quizzing Backgrounds Copy & Paste Effective searching	Growth
5	Use transitions and sounds in our presentations.	I know how to add a transition to my presentation. I know how to add a sound to my slides.	The children should be able to add transitions and sounds (if required) to their presentation to make it more interesting for viewers. Save work	Typing skills Quizzing Backgrounds Copy & Paste Animations Effective searching	Growth
6	Continue to evaluate our presentations to ensure the final version is the best.	I can edit my work where needed. I can ensure that my final work is my best work.	The children should be able to finish their presentations, editing where necessary.	Typing skills Quizzing Backgrounds Copy & Paste Effective searching	Growth



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Summer 2					
Project title: Britain at War					
Lesson	Objective	Skill	Knowledge	Links to prior learning	Big Idea links
1	Blogging Identify the purpose of writing a blog. Identify the features of successful blog writing.	I can understand how a blog can be used as an informative text. I can understand the key features of a blog.	The children should be asked for what they understand about blogging. Have they ever read a blog or blogged themselves? Do they know the difference between a blog and a vlog? Explore the features of a blog.	Screen time Citing Sources Plagiarism Reliability Responsibility to others.	Growth
2	Plan the theme and content of a blog.	I can work collaboratively to plan a blog.	The children can work in groups to start to plan a blog. They should decide on the topic of the blog.	Screen time Citing Sources Plagiarism Reliability Responsibility to others.	Growth
3	Understand how to write a blog and a blog post. Understand how to contribute to an existing blog.	I can create a blog or blog post with a specific purpose. I understand that the way the blog is presented has an impact upon the audience.	The children should start to create their blogs, working in the groups from the previous lesson.	Screen time Citing Sources Plagiarism Reliability Responsibility to others.	Growth
4	Understand the importance of commenting on blogs. Understand how and why posts and comments are approved by the teacher.	I can post comments and blog posts onto other blogs. I can understand the approval process and can demonstrate an awareness of issues surrounding posts and cyberbullying.	The children should be carefully considering others who may read their posts and blogs. Ensure that their posts are not inflammatory or cyberbullying.	Screen time Citing Sources Plagiarism Reliability Responsibility to others.	Growth



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5	Tomorrows World – The Internet and It's Inventors. Understand who invented the internet.	I know what the internet is. I can use Effective Searching to find information about the inventors of the internet. I can create a presentation to show what I have learnt.	(Purple Mash – Tim Berners – Lee and Internet & World Wide Web). The children should use Effective Searching to find detailed information about the inventors of the internet.	Effective Searching Typing skills Plagiarism Check different websites to ensure facts are true.	Growth Investigation
6	Continue to research who the inventors of the internet were and present our work.	I can use Effective Searching. I can ensure that what I am reading and writing is correct by looking at different sites. I can say what the many uses and pitfalls of the internet are.	The children should use Effective Searching to find detailed information about the inventors of the internet. Include the advantages and pitfalls of the internet. Finish their presentations. Share with the class.	Effective Searching Typing skills Plagiarism Check different websites to ensure facts are true.	Growth Investigation