Year Six Computing Overview for the Year

	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6
Term 1	**Computing systems and networks – Communication and collaboration.** **Lesson 1:** **LO:** To explain the importance of internet addresses. **KS2: CO 4, 6, 7** **Big Idea (Aspect):** **Investigation** (Networks)	**Computing systems and networks – Communication and collaboration.** **Lesson 2:** **LO:** To recognise how data is transferred across the internet. **KS2: CO 4, 6, 7** **Big Idea (Aspect):** **Investigation** (Networks)	**Computing systems and networks – Communication and collaboration.** **Lesson 3:** **LO:** To explain how sharing information online can help people to work together. **KS2: CO 4, 6, 7** **Big Idea (Aspect):** **Investigation** (Networks) **Place** (Digital world)	**Computing systems and networks – Communication and collaboration.** **Lesson 4:** **LO:** To evaluate different ways of working together online. **KS2: CO 4, 6, 7** **Big Idea (Aspect):** **Humankind** (Staying safe) **Investigation** (Networks) **Place** (Digital world)	**Computing systems and networks – Communication and collaboration.** **Lesson 5:** **LO:** To recognise how we communicate using technology. **KS2: CO 4, 6, 7** **Big Idea (Aspect):** **Humankind** (Staying safe and Communication) **Investigation** (Networks) **Place** (Digital world)	**Computing systems and networks – Communication and collaboration.** **Lesson 6:** **LO:** To evaluate different methods of online communication. **KS2: CO 4, 6, 7** **Big Idea (Aspect):** **Investigation** (Networks) **Place** (Digital world)
Term 2	**Creating Media – Web page creation** **Lesson 1:** **LO:** To review an existing website and consider its structure. **KS2: CO 5, 6, 7** **Big Idea (Aspect):**	**Creating Media – Web page creation** **Lesson 2:** **LO:** To plan the features of a web page. **KS2: CO 5, 6, 7** **Big Idea (Aspect):**	**Creating Media – Web page creation** **Lesson 3:** **LO:** To consider the ownership and use of images (copyright). **KS2: CO 5, 6, 7** **Big Idea (Aspect):**	**Creating Media – Web page creation** **Lesson 4:** **LO:** To recognise the need to preview pages. **KS2: CO 5, 6, 7** **Big Idea (Aspect):**	**Creating Media – Web page creation** **Lesson 5:** **LO:** To outline the need for a navigation path. **KS2: CO 5, 6, 7** **Big Idea (Aspect):**	**Creating Media – Web page creation** **Lesson 6:** **LO:** To recognise the implications of linking to content owned by other people. **KS2: CO 5, 6, 7** **Big Idea (Aspect):**

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	Comparison (Digital searching)	**Place** (Digital world) **Creativity** (Creation)	**Place** (Digital world) **Creativity** (Creation) **Humankind** (Digital Citizenship)	**Place** (Digital world) **Creativity** (Creation)	**Place** (Digital world) **Creativity** (Creation)	**Place** (Digital world) **Creativity** (Creation) **Humankind** (Digital Citizenship)
Term 3	**Programming A – Variables in games** **Lesson 1:** **LO:** To define a 'variable' as something that is changeable. **KS2: CO 1, 2, 3, 6** **Big Idea (Aspect):** **Place** (Digital World) **Materials** (Software) **Creativity** (Creation) **Investigation** (Data and Computational Thinking)	**Programming A – Variables in games** **Lesson 2:** **LO:** To explain why a variable is used in a program. **KS2: CO 1, 2, 3, 6** **Big Idea (Aspect):** **Place** (Digital World) **Materials** (Software) **Creativity** (Creation) **Investigation** (Data and Computational Thinking)	**Programming A – Variables in games** **Lesson 3:** **LO:** To choose how to improve a game by using variables. **KS2: CO 1, 2, 3, 6** **Big Idea (Aspect):** **Place** (Digital World) **Materials** (Software) **Creativity** (Creation) **Investigation** (Data and Computational Thinking)	**Programming A – Variables in games** **Lesson 4:** **LO:** To design a project that builds on a given example. **KS2: CO 1, 2, 3, 6** **Big Idea (Aspect):** **Place** (Digital World) **Materials** (Software) **Creativity** (Creation) **Investigation** (Data and Computational Thinking)	**Programming A – Variables in games** **Lesson 5:** **LO:** To use my design to create a project. **KS2: CO 1, 2, 3, 6** **Big Idea (Aspect):** **Place** (Digital World) **Materials** (Software) **Creativity** (Creation) **Investigation** (Data and Computational Thinking)	**Programming A – Variables in games** **Lesson 6:** **LO:** To evaluate my project. **KS2: CO 1, 2, 3, 6** **Big Idea (Aspect):** **Place** (Digital World) **Materials** (Software) **Creativity** (Creation) **Investigation** (Data and Computational Thinking)
Term 4	**Data and information – Introduction to Spreadsheets** **Lesson 1:**	**Data and information – Introduction to Spreadsheets** **Lesson 2:**	**Data and information – Introduction to Spreadsheets** **Lesson 3:**	**Data and information – Introduction to Spreadsheets** **Lesson 4:**	**Data and information – Introduction to Spreadsheets** **Lesson 5:**	**Data and information – Introduction to Spreadsheets** **Lesson 6:**

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	LO: To create a data set in a spreadsheet. **KS2: CO 6** **Big Idea (Aspect):** **Nature** (Real world) **Creativity** (Creation) **Place** (Real world) **Materials** (Software)	**LO:** To build a data set in a spreadsheet. **KS2: CO 6** **Big Idea (Aspect):** **Nature** (Real world) **Creativity** (Creation) **Place** (Real world) **Materials** (Software)	**LO:** To explain that formulas can be used to produce calculated data. **KS2: CO 6** **Big Idea (Aspect):** **Nature** (Real world) **Creativity** (Creation) **Place** (Real world) **Materials** (Software)	**LO:** To apply formulas to data. **KS2: CO 6** **Big Idea (Aspect):** **Nature** (Real world) **Creativity** (Creation) **Place** (Real world) **Materials** (Software)	**LO:** To create a spreadsheet to plan an event. **KS2: CO 6** **Big Idea (Aspect):** **Nature** (Real world) **Creativity** (Creation) **Place** (Real world) **Materials** (Software)	**LO:** To choose suitable ways to present data. **KS2: CO 6** **Big Idea (Aspect):** **Nature** (Real world) **Creativity** (Creation) **Place** (Real world) **Materials** (Software)
Term 5	**Creating media – 3D Modelling** **Lesson 1:** **LO:** To recognise that you can work in three dimensions on a computer. **KS2: CO 6, 7**	**Creating media – 3D Modelling** **Lesson 2:** **LO:** To identify that digital 3D objects can be modified. **KS2: CO 6, 7**	**Creating media – 3D Modelling** **Lesson 3:** **LO:** To recognise that objects can be combined in a 3D model. **KS2: CO 6, 7**	**Creating media – 3D Modelling** **Lesson 4:** **LO:** To create a 3D model for a given purpose. **KS2: CO 6, 7**	**Creating media – 3D Modelling** **Lesson 5:** **LO:** To plan my own 3D model. **KS2: CO 6, 7**	**Creating media – 3D Modelling** **Lesson 6:** **LO:** To create my own digital 3D model. **KS2: CO 6, 7**

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	Big Idea (Aspect): **Creativity** (Creation) **Place** (Real world) **Materials** (Software)	**Big Idea (Aspect):** **Creativity** (Creation) **Place** (Real world) **Materials** (Software)	**Big Idea (Aspect):** **Creativity** (Creation) **Place** (Real world) **Materials** (Software)	**Big Idea (Aspect):** **Creativity** (Creation) **Place** (Real world) **Materials** (Software)	**Big Idea (Aspect):** **Creativity** (Creation) **Place** (Real world) **Materials** (Software)	**Big Idea (Aspect):** **Creativity** (Creation) **Place** (Real world) **Materials** (Software)
Term 6	**Programming B - Sensing movement** **Lesson 1:** **LO:** To create a programme to run on a controllable device. **KS2: CO 1, 2, 3, 6** **Big Idea (Aspect):** **Investigation** (Data and Computational Thinking) **Materials** (Hardware) **Processes** (Physical Interactions)	**Programming B - Sensing movement** **Lesson 2:** **LO:** To explain that selection can control the flow of a programme. **KS2: CO 1, 2, 3, 6** **Big Idea (Aspect):** **Investigation** (Data and Computational Thinking) **Materials** (Hardware) **Processes** (Physical Interactions)	**Programming B - Sensing movement** **Lesson 3:** **LO:** To update a variable with a user input. **KS2: CO 1, 2, 3, 6** **Big Idea (Aspect):** **Investigation** (Data and Computational Thinking) **Materials** (Hardware) **Processes** (Physical Interactions)	**Programming B - Sensing movement** **Lesson 4:** **LO:** To use a conditional statement to compare a variable to a value. **KS2: CO 1, 2, 3, 6** **Big Idea (Aspect):** **Investigation** (Data and Computational Thinking) **Materials** (Hardware) **Processes** (Physical Interactions)	**Programming B - Sensing movement** **Lesson 5:** **LO:** To design a project that uses inputs and outputs on a controllable device. **KS2: CO 1, 2, 3, 6** **Big Idea (Aspect):** **Investigation** (Data and Computational Thinking) **Materials** (Hardware) **Processes** (Physical Interactions)	**Programming B - Sensing movement** **Lesson 6:** **LO:** To develop a programme to use inputs and outputs on a controllable device. **KS2: CO 1, 2, 3, 6** **Big Idea (Aspect):** **Investigation** (Data and Computational Thinking) **Materials** (Hardware) **Processes** (Physical Interactions)