



Year 6

Progression in Computing

Key Stage 2 Computing Statutory Coverage

Computer Science- programming

Pupils should be taught to:

1. Design, write and debug programs to achieve specific goals, including solving problems
2. Use sequence, selection and repetition in programs; work with variables and various forms of input and output
3. Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs

Computer Science- theory

4. Understand computer networks including the internet; how they can provide multiple services such as the World Wide Web

Information Technology

Pupils should be taught to:

1. Use search technologies effectively
2. Select, use and combine a variety of software (including the internet) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information

Digital Literacy

Pupils should be taught to:

1. Be discerning in evaluating digital content and appreciate how search results are selected and ranked
2. Understand the opportunities networks offer for communication and collaboration
3. Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact

Key Objective	Key Skills
<p><u>Computer Science- programming</u></p> <ol style="list-style-type: none"> 1. Design, write and debug programs to achieve specific goals, including solving problems 2. Use sequence, selection and repetition in programs; work with variables and various forms of input and output <p>Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs</p>	<p>-Plan and design complex multi-level games</p> <p>-Control an on-screen icon using text based controls, including responding to sensors and repeating written algorithms</p> <p>-Detect and correct errors in programs</p>
<p><u>Computer Science- theory</u></p> <ol style="list-style-type: none"> 3. Understand computer networks including the internet; how they can provide multiple services such as the World Wide Web 	<p>-Understand computer networks including the internet e.g. tracing servers around the world</p> <p>-Describe how information is passed between computers and networks e.g. using Cisco games</p>

<p><u>Information Technology</u></p> <ol style="list-style-type: none"> 1. Use search technologies effectively 2. Select, use and combine a variety of software (including the internet) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information 	<ul style="list-style-type: none"> -Save documents and images into different formats for different purposes -Add, amend and combine different forms of information in different ways -To create an interactive activity by adding hyperlinks
<p><u>Digital Literacy</u></p> <ol style="list-style-type: none"> 1. Be discerning in evaluating digital content and appreciate how search results are selected and ranked 2. Understand the opportunities networks offer for communication and collaboration 3. Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact 	<ul style="list-style-type: none"> -Understand how search engines work e.g. using Google and evaluating the credibility of information online -Use social networking sites respectfully, responsibly and sensibly by completing the DigitalME Safenetworking course -Know how to share appropriate content and comments on social networks -Understand how publishing information creates a digital footprint