



Computing Year 6 Coverage and Progression

Unit	Switched On Computing: We are web developers			Microsoft Learning: Publisher
National Curriculum coverage	Subject Content - Understand computer networks, including the internet, how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration. - Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content. - Select, use and combine a variety of software (including internet services) 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. - Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.			Purpose of study - Computing also ensures that pupils become digitally literate – able to use, and express themselves and develop their ideas through, information and communication technology – at a level suitable for the future workplace and as active participants in a digital world. Subject Content - Recognise common uses of information technology beyond school - Use technology purposefully to create, organise, store, manipulate and retrieve digital content
Computing knowledge, skills and understanding progression	Algorithms and Programming	Information Technology	Digital Literacy	
	N/A	I can select, use and combine software (CIT6a)	- I can look at a range of media, including text, from a critical viewpoint. (CDL6a) - I understand that you have to make choices when using technology and that not everything is true and/or safe (CDL6b)	- I can use iPad photography to add to publisher documents. (CIT6a) - I can create business cards or invitations (for example) using proformas. - I can design proformas of my own using borders/backgrounds, etc. - I can use Publisher to create classroom posters (rules, for example).
Unit	Switched On Computing: We are game developers			Microsoft Learning: Powerpoint
National Curriculum coverage	Subject Content - Design, write and debug programs that accomplish specific goals, including controlling or stimulating physical systems; solve problems by decomposing them into smaller parts. - 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 (including internet services) 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.			Purpose of study Computing also ensures that pupils become digitally literate – able to use, and express themselves and develop their ideas through, information and communication technology – at a level suitable for the future workplace and as active participants in a digital world.
Computing knowledge, skills	Algorithms and Programming	Information Technology	Digital Literacy	

and understanding progression	• I can design a solution by breaking a problem up. (CAP6a) • I recognise that different solutions can exist for the same problem. (CAP6b) • I can use logical reasoning to detect errors in algorithms. (CAP6c) • I can use selection in programs. (CAP6d) • I can work with variables. (CAP6e) • I can explain how an algorithm works. (CAP6f) • I can explore 'what if' questions by planning different scenarios for controlled devices. (CAP6g)	N/A	N/A	• I can use hyperlinks. • I can embed my own videos. • I can use transitions and sound effects. • I can use a variety of backgrounds. I can use, select and combine software. (CIT 6a)
Unit	Switched On Computing: We are architects			Microsoft Learning: Excel
National Curriculum coverage	Subject Content • Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content. • Select, use and combine a variety of software (including internet services) 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.			Purpose of study • Computing also ensures that pupils become digitally literate – able to use, and express themselves and develop their ideas through, information and communication technology – at a level suitable for the future workplace and as active participants in a digital world.
Computing knowledge, skills and understanding progression	Algorithms and Programming N/A	Information Technology • I can select, use and combine software (CIT6a) • I can use a simple CAD tool (CIT6b)	Digital Literacy • I can look at a range of media, including text, from a critical viewpoint. (CDL6a) • I understand that you have to make choices when using technology and that not everything is true and/or safe (CDL6b)	• Insert monetary values. • Find averages and totals using formulae. • I can configure numbers to show 2 decimal places, for example. • I can use spreadsheets to work out business plans (Alan Sugar project, for example).

CDL 6a/b e-safety to be taught through Sharp, Alert, Secure, Kind, Brave