

## Computing Sequence of Learning Year 6

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 6	Topic – Information Technology: Knowledge & Understanding	Topic – Information Technology: Knowledge & Understanding	Topic – Information Technology: Knowledge & Understanding	Topic - Computer Science: Programming concepts and controlling hardware	Topic – Information Technology: Knowledge & Understanding	Topic - Computer Science: Programming concepts and controlling hardware
	IT Around us: Communication and collaboration	Digital Design: 3D modelling	Digital Design: Webpage creation	Programming Concepts: Variables in games	Data & Information: Spreadsheets	Controlling Hardware: Sensing with Microbits
	<p>L1 – to explain the importance of internet addresses.</p> <p>L2 – to recognise how data is transferred across the internet.</p> <p>L3 – to explain how sharing information online can help people to work together.</p> <p>L4 – to evaluate different ways of working together online.</p> <p>L5 – to recognise how we communicate using technology.</p> <p>L6 – to evaluate different methods of online communication.</p>	<p>L1 – to recognise that you can work in three dimensions on a computer.</p> <p>L2 – to identify that digital 3D objects can be modified.</p> <p>L3 – to recognise that objects can be combined in a 3D model.</p> <p>L4 – to create a 3D model for a given purpose.</p> <p>L5 – to plan my own 3D model.</p> <p>L6 – to create my own digital 3D model.</p>	<p>L1 – to review an existing website and consider its structure.</p> <p>L2 – to plan the features of a web page.</p> <p>L3 – to consider the ownership and use of images (copyright).</p> <p>L4 – to recognise the need to preview pages.</p> <p>L5 – to outline the need for a navigation path.</p> <p>L6 – to recognise the implications of linking to content owned by other people.</p>	<p>L1 – to understand the basics of 'variables'.</p> <p>L2 – to choose how to improve a game by using variables.</p> <p>L3 – to design a project that uses variables.</p> <p>L4 – to code my project with variables that work as designed.</p>	<p>L1 – to create a data set in a spreadsheet.</p> <p>L2 – to build a data set in a spreadsheet.</p> <p>L3 – to explain that formulas can be used to produce calculated data.</p> <p>L4 – to apply formulas to data.</p> <p>L5 – to create a spreadsheet to plan an event.</p>	<p>L1 – to create a program to run on a controllable device.</p> <p>L2 – to explain that selection can control the flow of a program.</p> <p>L3 – to update a variable with a user input.</p> <p>L4 – to use a conditional statement to compare a variable to a value.</p> <p>L5 – to design a project that uses inputs and outputs on a controllable device.</p> <p>L6 – to develop a program to use inputs and outputs on a controllable device.</p>