

Computing

Year 6 - Topic: Networks



End Points:

- To understand what a computer network is and identify examples of networks at home, school and in the wider world.
- To understand the difference between the internet and the World Wide Web and explore the services they provide.
- To explore how the internet can be used for communication and collaboration, and how to do this safely and respectfully.
- To explore who is in charge of the internet and how rules and website blocking can affect people, society and online platforms.

Key vocabulary:

Network	Web Browser
Internet	Router
Website	Wi-Fi
LAN (Local Area Network)	WAN (Wide Area Network)
World Wide Web (www)	

Computing

Year 6 - Topic: Graphing



End Points:

- To create comparative bar charts using graphing software.
- To create pie charts using graphing software.
- To create line graphs using graphing software.
- To present data in graphs to support an argument.

Key vocabulary:

chart	data
dual bar chart	comparative bar chart
dataset	line graph
pie chart	

Computing

Year 6 - Topic: Coding



End Points:

- To understand some ways that code can be simplified so that it is easier to read and runs more efficiently.
- To program a simulation using 2Code.
- To know what decomposition and abstraction are in Computer Science.
- To understand what a function is and how functions work in code.
- To understand what a datatype is and how they are used when coding with variables.
- To read code, predict outcomes and identify and fix bugs.

Key vocabulary:

attribute	hot spot
selection	variable
simulation	repeat over
Random	Clone
Decomposition	Abstraction

Computing

Year 6 - Topic: 3D Modelling



End Points:

- To explore and develop simple 3D models using CAD software.
- To explore the effect of moving points when designing.
- To plan, design and begin creating packaging to meet a design brief.
- To refine, assemble and evaluate the finished packaging prototype.

Key vocabulary:

3D Printing	Design Brief
Prototype	Computer Aided Design (CAD)
Model	Three-Dimensional (3D)
Two-Dimensional (2D)	Net
Points	

Computing

Year 6 - Topic: Blogging



End Points:

- To understand blogs and their features.
- To plan the theme, content and structure for a blog post.
- To write and style a blog post.
- To review and comment on blog posts with an understanding of online safety.

Key vocabulary:

blog	blog post
approval	commenting
moderation	edit
publish	hyperlink
draft	vlog

Computing

Year 6 - Topic: Introduction to Python



End Points:

- To understand that Python is a text-based coding language and enter simple commands.
- To use Python to perform mathematical calculations.
- To be able to use repetition and Python library functions.
- To understand how Python in Pieces can be used to program a graphical user interface.

Key vocabulary:

Command	Co-ordinate
String	Floating Point Number
Modulo Operator	Range
Floor Division	Loop
Variable	Function