Computing

	Computing			Year 6	

Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
CS - Fun with Scratch - Scratch (4) LI: To debug a race car game. LI: To design your own game. LI: To create your own game or build on an existing game using Scratch. LI: To solve a range of programming problems.	**IT - Do you agree? - J2e5 (3)** LI: To revisit the features of persuasion and plan a presentation that seeks to persuade. LI: To create a presentation. LI: To comment on a range of different presentations. **IT - Let's design & combine in 3D - SketchUp Make (3)** LI: To explore the 3D shape pithing SketchUp Make. LI: To create either a cone, sphere or doughnut using SketchUp Make. LI: To design your own complex 'sweet treat' combination.	**DL - Are you a Cyber Superhero? - Comic Maker (2)** LI: To discuss the merits of being a Cyber Superhero. LI: To design your own Cyber Superhero and comic strip using Comic Maker. **DL -How fake is that? - Unplugged (2)** LI: To investigate a scenario which is focused on advertising and body image. LI: To investigate a scenario which is focused on advertising and life-style. **Safer Internet Day - 11.02.2021**	**DL - How can we trust the internet? - (5)** LI: To identify some fake online information and understand 'facts' that should be checked. LI: To check and validate information through making careful web searches. LI: To understand critically evaluate how information online can be fake. LI: To write a persuasive piece by creating false information. **DL - Internet scenario cards - Unplugged (1)** LI: To discuss online safety messages.	**IT - Party time! - Google Sheets (4)** LI: To create a simple budget model. LI: To use a spreadsheet to try-out a range of different model options. LI: To make changes to a spreadsheet to seeing the effects. LI: To develop a party model further using an IF command.	**CS -Logo Block of flats - J2code (4)** LI: To read a program and predict what it does. LI: To run and investigate a range of different programs. LI: To build a variety of squares and understand and apply the ifelse command. LI: To consolidate and apply the ifelse command further. **CS - What's Wrong here? - BBC bitesize, Scratch (3)** LI: To make a paper fortune teller by debugging a set of instructions. LI: To understand the difference between a syntax error and a logic error. LI: To recognise logic errors and understand how to fix them in a program.