



Year Group	6	Computing	Computing	Taught in	Autumn 1
Title	<b>Basic Skills and e-Safety</b>				
Summary	e-Safety scenarios where students need to use basic packages to create a story; eg. Comic strip creation, slideshow, DTP for leaflets/bookmarks etc. Each lesson introducing a new scenario. E-Safety aspects covered: Cyber Bullying, online gaming. Online research and presentation of findings in the word processor, presentation and DTP packages.				
Key Skills	<b>ICT</b> – Use of word processor, DTP and Presentation software <b>Digital Literacy</b> –keyboard skills, saving work and filing of work, use of internet, e-safety <b>Computing</b> – <b>Other</b> – English and general literacy, summary of findings, reading for understanding, organisation skills, discussion in pairs for e-safety issues.				
Cross-Curricular					

Year Group	6	Subject	Computing	Taught in	Autumn 2
Title	<b>Desktop Publishing – Creating Newspapers</b>				
Summary	Use of the word processor and presenting text. Use of the DTP package to create a mini newspaper. Students work on their own to improve their basic skills in presenting information for an audience. They will build on this later in the year when they are placed in a newsroom scenario.				
Key Skills	<b>ICT</b> – Use of DTP Package for a multi-page document <b>Digital Literacy</b> – Research using the internet, Selecting and manipulating images <b>Computing</b> – <b>Careers</b> – Industry professionals introduce aspects of this unit via videos of the job they carry out and how it relates to the skill being introduced <b>Other</b> – Literacy – Use of summarising skills.				
Cross-Curricular					

Year Group	6	Subject	Computing	Taught in	Autumn 2
Title	<b>Computational Thinking</b>				
Summary	How to break down problems and solve them using computational thinking. Leads up to a national competition where students are entered for computational thinking.				
Key Skills	<b>ICT</b> – <b>Digital Literacy</b> – <b>Computing</b> – Computational thinking, problem solving, patterns, abstraction, algorithms <b>Other</b> -				
Cross-Curricular					



Year Group	6	Subject	Computing	Taught in	Spring 1
Title	<b>Scratch – Game Planning and Design</b>				
Summary	Use of Scratch to evaluate made games, plan, design and create own game. Testing and evaluation of own games.				
Key Skills	<b>ICT –</b> <b>Digital Literacy –</b> <b>Computing –</b> Algorithms, programming, design, testing <b>Careers –</b> Industry professionals introduce aspects of this unit via videos of the job they carry out and how it relates to the skill being introduced <b>Other -</b> Design and visual literacy				
Cross-Curricular					

Year Group	6	Subject	Computing	Taught in	Spring 2
Title	<b>Graphics – Image Manipulation and Drawing tools</b>				
Summary	Students use a photo manipulation package to create a ‘mashup’ animal. Introduction of drawing package and use to design a drawing of plan for room. Some use also made of drawing tool to create animated character.				
Key Skills	<b>ICT –</b> <b>Digital Literacy –</b> Selecting and manipulating images <b>Computing –</b> Understanding of pictures – bitmaps vs vector and pixels. <b>Other –</b> visual literacy, numeracy: pixel grids and resolution				
Cross-Curricular					

Year Group	6	Subject	Computing	Taught in	Summer 1
Title	<b>Newsroom Scenario</b>				
Summary	Students work in small teams as a ‘newsroom’. The team will research and write a story each and then work in pairs to present all the stories for their selected presentation method. Presentation methods within the group include: podcast version of news, printed version (newspaper), video version of news. Skills of leading and working in a team are explicit in successful newsrooms and careers aspects used in this unit in terms of roles in news media.				
Key Skills	<b>ICT –</b> Use of WP, DTP, audio and video tools <b>Digital Literacy –</b> Use of images and text; digital devices <b>Computing –</b> sequencing in video clips <b>Careers –</b> Industry professionals introduce aspects of this unit via videos of the job they carry out and how it relates to the skill being introduced <b>Other –</b> Careers – newsroom and media professionals				
Cross-Curricular					



## Long Term Overview

### Year 6 Computing

Ferndown Middle School

Year Group	6	Subject	Computing	Taught in	Summer 2
Title	<b>Physical Computing – Lego Mindstorms</b>				
Summary	Using the Lego Robot to follow a pre-defined course. Students adapt the course and design to carry out a pre-determined 'obstacle' pick up at the end. (E.g. return a ball to a cup)				
Key Skills	<b>ICT –</b> <b>Digital Literacy –</b> <b>Computing –</b> Algorithms, programming <b>Other -</b>				
Cross-Curricular					