

THE YEAR 6 LEARNER WILL COVER THE FOLLOWING:

AUTUMN 1		AUTUMN 2	
WE ARE INTERNET USERS Using the Internet safely, responsibly & respectfully		WE ARE WEB DEVELOPERS Creating a website	
Knowledge	Skills	Knowledge	Skills
In Year 6, pupils continue to develop their understanding of what it means to have a positive digital footprint and why this is important. They further learn to discern the purpose and reliability of online content and are taught ways to develop safe habits online, including the importance of protecting personal information. Pupils also learn how to respect online privacy boundaries for themselves and others and further ways to seek or ask for help if they or others feel unsafe online.	Explain things someone can do to build a positive digital footprint.	In this unit, pupils collaborate to create a website designed for the purpose of explaining online safety and responsible online behaviour to younger children in the school. They will be expected to draw on a range of design methods to plan, and combine a range of media to produce the finished product. They will also learn about how search engines rank and categorise different websites and apply this knowledge to their own advantage.	When searching for information online, make decisions about how useful, relevant, valid and accurate the information is.
	Explain how social media can mislead or misrepresent reality.		Use keywords and search terms effectively to increase the visibility of their website to its intended audience.
	Identify different types of online scams people their age may experience, including 'phishing'.		Use software tools to edit digital content and manipulate for purpose.
	Describe ways to keep personal information private online by using safety tools and privacy settings.		Develop and refine ideas and content collaboratively.
SPRING 1		SPRING 2	
WE ARE CODERS Generating geometric art		WE ARE ANALYSTS Developing artificial intelligence	
Knowledge	Skills	Knowledge	Skills
In this unit, pupils will gain knowledge of how to use a text-based programming language to create geometric art. They will learn about the efficiency of using repetition structures for creating complex patterns, and begin to use procedures as a way of reusing code.	Design increasingly complex computer programs to achieve specific goals.	In this unit, pupils will consider what artificial intelligence is and look at a range of ways it is used, debating the implications of its use. They will learn how to 'teach' a computer to gather data on someone's food preferences and make automated suggestions about where they might go to eat. They will evaluate the reliability of their algorithm and consider ways to improve it.	Develop opinions about the positive and negative uses of artificial intelligence.
	Predict (with some accuracy) the sequence that code will execute in when coding more complex algorithms.		Use keywords effectively to gather information.
	Debug different components of a program to ensure the specific goal is achieved.		Write an algorithm to search and sort key information, and refine results.
			Record the results of their algorithm and suggest ways to analyse how effective the algorithm is.

SUMMER 1

SUMMER 2

WE ARE PUBLISHERS
Creating a digital yearbook

WE ARE DETECTIVES
Analysing our digital footprint

Knowledge	Skills	Knowledge	Skills
<p>In this unit, pupils learn how to produce a class yearbook using desktop publishing tools. They source, write, edit and combine images and text from a range of sources. Their content will then be converted to a slideshow presentation for their end of year assembly.</p>	<p>Select, use and combine digital media and technology to create content that accomplishes a given goal.</p> <p>Use software tools across different media to edit digital content and manipulate for purpose.</p> <p>Combine data and information from different sources into a digital presentation, showing clearly intended purpose and 'audience'.</p> <p>Easily retrieve saved work due to meaningful organisation of personal and shared storage areas on a network.</p>	<p>In this final unit, pupils will go back through the work they have created over their time in the school and record what we can learn about them, and what we won't know about them, after they have left the school. They will evaluate whether they have left a positive digital footprint.</p>	<p>Easily retrieve saved work due to meaningful organisation of personal and shared storage areas on a network.</p> <p>Collect, analyse, evaluate and draw conclusions from data collected from an increasing range of sources.</p> <p>Demonstrate awareness of content and contact risks and issues when using the Internet.</p>