

Computing		
	Year 6	Program used
Problem solving and Logical Thinking	<ul style="list-style-type: none"> <li>• Explain how an algorithm works</li> <li>• Detect errors in a program and correct them</li> <li>• Explore 'What if' questions by planning different scenarios for controlled devices</li> <li>• Use input from sensors to trigger events</li> <li>• Design, write and debug their own computer control application</li> </ul>	Purple Mash Coding unit 6.1 covers a vast array of coding specific to the questions If or Else.
	<ul style="list-style-type: none"> <li>• Explore the menu options and experiment with images</li> <li>• Add special effects to alter the appearance of a graphic</li> <li>• Save images as a 'save as' gif or i peg. Wherever possible to make file size smaller (for emailing or downloading)</li> <li>• Make an information poster using their graphics skills to good effect</li> <li>• Present a film/advert for a specific audience</li> <li>• Create a sophisticated multimedia presentation</li> </ul>	
Digital Literacy	<ul style="list-style-type: none"> <li>• Conduct a video chat with people in another organisation</li> <li>• Contribute to discussions online</li> <li>• Use a search engine using keyword searches</li> <li>• Confidently choose the correct page set up option when creating a document</li> <li>• Confidently use text formatting tools, including heading and body text</li> <li>• Use complex searches using the such as '+' OR "find the phrase in inverted commas"</li> </ul>	
Key vocabulary	Related Vocabulary	
Greater Depth:	<ul style="list-style-type: none"> <li>• Incorporate graphics where appropriate, using the most effective text wrapping formats</li> <li>• Compare the information provided on 2 tabbed websites looking for bias and perspective</li> <li>• Check and refine a series of instructions</li> </ul>	
Topic/Novel Link:		
Defined End Point		
<ul style="list-style-type: none"> <li>- Independently driven use of I.T. demonstrating competent and creative users of information and communication technology</li> </ul>		

