St Anne's C of E Primary School Curriculum Plan

Subject: Computing

Year: 6

Term: Autumn

Unit: Creating Media - Website Creation

Vocabulary	Knowledge	Understanding	Skills
	Children will know (that)….	Children will understand (that) ….	Children will be able to ….
HTML – Hypertext Markup Language is a code used to create websites. **Internet –** a network of devices made up of smaller networks. **Browser –** The software that finds and displays webpages on the world wide web. **Search engine –** a website that helps you find webpages and websites on the world wide web. **Website –** a collection of information relating to a particular topic that can be accessed on a range of digital devices **Web page –** websites are made up of web pages. They are related to	Websites contain content and can be accessed through the Internet. Websites can contain text, images, video and audio content. Each website has a unique address so that it can be found on the World Wide Web through a search engine. Websites have similarities and difference in the way that they are set out. That there are rules about the way in which media found on line can be used and shared. The way information is set out within a website and on a web page is important and can help someone	Websites are written in a computer code called HTML Websites and webpages have common features and structures. Not all content on line can be used and shared and can explain some of the rules around this. Some of the ways in which different websites are set out and display media. When designing a website it is important to consider how it will be viewed on different devices (laptops, tablets, smart phones) That the way in which a website is structured is important in helping someone find their way around and	Discuss the difference between a search engine and a browser and how both help you find websites on the world wide web. Explore a website and discuss the different types of media used on websites. Identify what media online can be used and shared and what cannot. Evaluate a webpage and discuss its design on terms of what is effective to the viewer. Design and plan a simple website based on a particular theme or interest. Consider the structure of the website and plan how different

each other can have content on them.	find information easily and be attracted to the website.	get the information they are looking for.	pages will link to each other giving reasons for their decisions.
Media – text, images, videos that make up the content of a website.	That websites can be accessed from a range of devices that can access the internet.	That the homepage should been the main page of a website and other pages on the website (Sub pages) should be linked to the home page so that you can find your way around easily.	Explain what needs to be considered when creating links from their website to content owned by others.
Menu – usually at the top of a website and lists the pages on the website.	When using a website it is useful to be able to follow a route through the website so that you can find information easily.		Use tools on a website creator to set out information effectively and so that it is visually appealing to the viewer.
Copyright – a law that protects and controls media created. It allows the creator of the media to have control of who uses it and for what.	That links can be made between different websites.	That although websites can have links to other websites and their content, there are positives and negatives in having these links.	Can preview a website they have created and evaluate it stating what they like and any changes they might make.
Fair use – a set of rules that must be followed if using someone else's content for your own work.			
Navigation – allow users to keep track of where they have been on a website and how it is structured.			
Home page – is the main 'front page' of a website. Links to other pages on the site are usually found here.			
Sub page – further pages on the website that are linked to the homepage.			
Hyperlink – allow different webpages to be linked together.			

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Subject: Computing	Year: 6	Term: Spring

Unit: Computer systems and Networks - Online Communication

Vocabulary	Knowledge	Understanding	Skills
	Children will know (that)….	Children will understand (that) ….	Children will be able to ….
Communication – to share or exchange information by speaking, writing or using another medium. **Web Browser –** a website that allows you to view content, websites and web pages on the world wide web **Search engine –** the online tool used to find websites on the world wide web. **Address Bar –** show the address of the current website or webpage you are on. **Index** **Web crawlers –** create an index of information and websites on the world wide web.	That there are ways that you can search for specific information on the world wide web. Information needs to be indexed to make it easier to find. That Search engines index information about websites and store it so that it is easier and quicker for people to find. That there are two ways to search for information on a web browser – through the search engine and through the address bar. That search results are displayed in an order called a ranking. That rules are applied to produce the ranking	That there is a lot of information on the world wide web and that this needs to be indexed to make it easier to find. That each search engine has web crawlers that index information online. The address bar can be used for a search if you know the website address you are looking for. If you are searching for a topic or a range of information, using the search engine tool will give you better results than using the address bar to search. That the more information you type into the search engine, the more accurate your search results will be.	Complete a web search to find specific information Can refine a web search to find more accurate results. Compare results from two different search engines and discuss what they have noticed. Explain why indexing information is important, giving offline and online examples. Can give examples of how to use a good search criteria to get better and more accurate search results. Suggest some of the criteria that a search engine checks to decide the ranking order of results displayed.

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Ranking – an order of something. **Online –** a device commented to the internet **Offline –** an activity that is not using access to the internet. **Public –** something in open view **Private –** something involving a particular person or group only.	Search engines make money. That there are different ways to communicate both online and offline That there is some information that should be shared and some information that should not. That the internet may not be a private place to share information.	That search results are presented in a ranking order and that the ranking has a criteria. That there are some limitations in what can be searched for through search engines. The way you communicate depends on what you are trying to communicate. That communications through the internet are not always private.	Describe some of the ways in which search engine results can be influenced. Describe ways in which search engines make money and how this can influence search results. Describe different communication methods effective they are a sending different types of communication. Describe what should and should not be shared on the internet. Ways in which people may see communications on the internet.

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Subject: Computing	Year: 6	Term: Summer

Unit: Programming – Variables in games

Vocabulary	Knowledge	Understanding	Skills
	Children will know (that)…..	Children will understand (that)…..	Children will be able to…..
Variable – something that can be set and changes throughout the running of a program **Change** – something will be different to what it originally was **Value** – a number or single action, item or event in a computer program. **Algorithm –** A precise sequence of instructions, or set of rules for performing a task. **Code –** the name given to the language or tools used to produce a precise set of instructions **De Bug** – fining errors in code and fixing them.	Variables re used in computer programs. A variable contains something and the name of the variable tells you what it contains. A variable can only hold one change at a time. That variables can hold numbers and letters. If the value of a variable is changed the new value replaces the previous value	they encounter variables in the real world as well as in computer programs. That a variable can be used in different ways in computer programs. All variables have a name and a value. When running a program the only part of the variable that can be updated and changed is the value. Where potential variables can be added to improve a program. That variables can be used to extend a program or game.	Explain why a variable has a name and a value. Decide where in a program to change a variable. make use of an event in a program to set a variable make predictions on how changing a variable may change a program and explain how it will change it. Design a simple program featuring variables and can explain choices they have made within the design. Create algorithms for a project or program and test it. Can identify errors in code produced and fix them.

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