

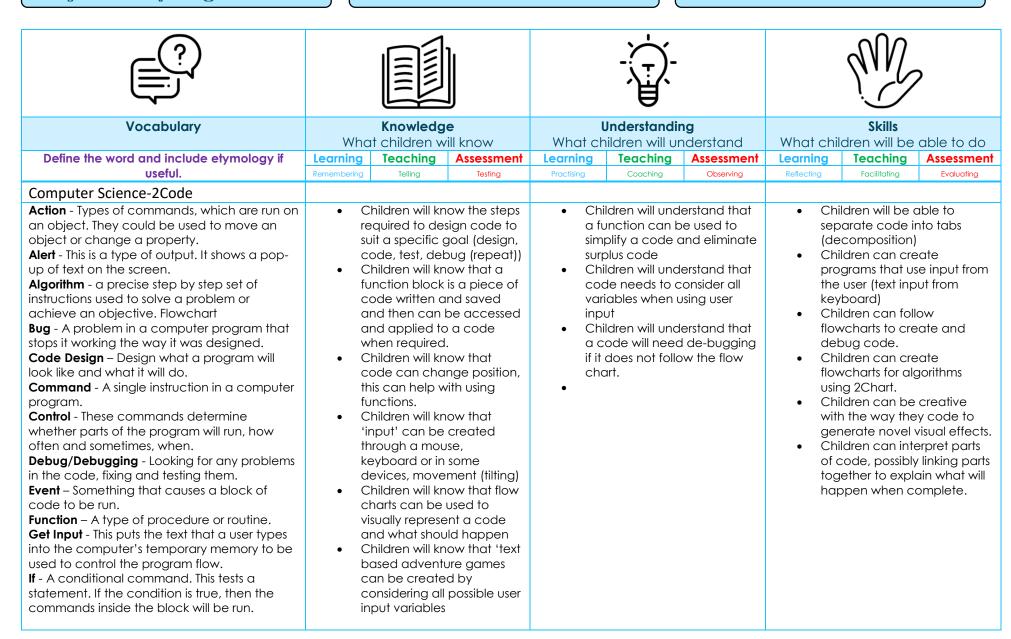
## Orton Wistow Primary School - Curriculum Plan



## Subject: Computing

Year: 6

Term: Autumn











				- <del>`</del> ( <u>+</u> )-					
Vocabulary	<b>Knowledge</b> What children will know			<b>Understanding</b> What children will understand			<b>Skills</b> What children will be able to do		
Define the word and include etymology if useful.  If/Else - A conditional command. This tests a statement. If the condition is true, then the	<b>Learning</b> Remembering	Teaching Telling	Assessment Testing	Learning Practising	Teaching Coaching	Assessment Observing	<b>Learning</b> Reflecting	Teaching  Facilitating	Assessment Evaluating
commands inside the 'if block' will be run. If the condition is not met, then the commands inside the 'else block' are run.  Input - Information going into the computer.									
Can include moving or clicking the mouse, using the keyboard, swiping and tilting the device.									
Output - Information that comes out of the computer e.g. sound. Object - An element in a computer program that can be changed using actions or properties. In 2Code, buttons, characters and vehicles are types of objects.									
Repeat - This command can be used to make a block of commands run a set number of times or forever.  Sequence - This is when a computer program									
runs commands in order. In 2Code this can also include "repeat" or a timer.  Selection - This is a conditional/decision command. When selection is used, a program									
will choose a different outcome depending on a condition.  Simulation - A model that represents a real or imaginary situation.									
Tabs – Allows you to move between blocks of code on different pages Timer - Use this command to run a block of commands after a timed delay or at regular									
intervals.  Variable – A named area in computer memory. A variable has a name									











			- <del>\frac{1}{2}</del> -						
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Define the word and include etymology if useful.	LearningTeachingRememberingTelling	Assessment Testing	<b>Learning</b> Practising	Teaching  Coaching	Assessment Observing	<b>Learning</b> Reflecting	Teaching  Facilitating	Assessment  Evaluating	
Information Technology 6.4 Blogging unit Purple Mash  Audience – In this case the readership of the blog. Blog - A regularly updated website or web page, typically one run by an individual or small group, that is written in an informal or conversational style. Blog page – A webpage onto which blog posts are hosted. Blog post - A piece of writing or other item of content published on a blog. Collaborative - Produced by or involving two or more parties working together. Icon - A symbol or graphic representation on a screen.	<ul> <li>Children will kn blog is a regule webpage and created by an</li> <li>Children will kn blog is usually informal style, I 'blog posts' wh used to docume vents, give in about hobbies interests or shaknowledge on subjects.</li> <li>Children will kn features include</li> </ul>	<ul> <li>Children will understand the importance of writing style when it creating a blog.</li> <li>Children will understand that blogs need to be updated regularly or the audience will lose interest.</li> <li>Children understand the importance of how the information is presented so the viewer is kept informed/entertained</li> <li>Children will understand that blogs need to be approved to check the content is suitable for the intended</li> </ul>			<ul> <li>Children will be able to work collaboratively to plan a blog</li> <li>Children will be able to select a layout that will suit the purpose of the blog</li> <li>Children will be able to add comments to a blog</li> <li>Children will be able to assess the effectiveness and impact of a blog</li> </ul>				
	date and time paragraphs, su text and image include a com  Children will kr and others cau and contribute blogs.	beheadings, es and will ments box. now that they n comment	do	dience.					





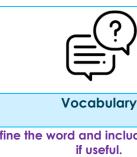
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test of knowledge, especially as a

teams as a form of entertainment.

competition between individuals or



a title screen and instructions

(and possibly time limits)



and frustration from the user



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Vocabulary	<b>Knowledge</b> What children will know			<b>Understanding</b> What children will understand			Skills			
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Define the word and include etymology	Learning	Teaching	Assessment	Learning	Teaching	Assessment	Learning	Teaching	Assessment	
if useful.	Remembering	Telling	Testing	Practising	Coaching	Observing	Reflecting	Facilitating	Evaluating	
Quizzing (Purple Mash 6.7)										
Audience - the people giving attention to something. Collaboration - the action of working with someone to produce something.  Concept map - a tool for organising and representing knowledge. They form a web of ideas which are all interconnected.  Database - a structured set of data held in a computer, especially one that is accessible in various ways. Quiz - a	<ul> <li>Children will know there are different question types, including; sequencing, grouping and sorting, text based, multiple-choice, labelling</li> <li>Children will know they have to consider the age and reading ability of their audience</li> <li>Children will know to include</li> </ul>			<ul> <li>Children will understand that varying the question types can make the quiz more interesting/enjoyable but also more accessible to a wider audience.</li> <li>Children will understand the importance of ensuring the questions and answers are clearly worded and are correct to avoid confusion</li> </ul>			<ul> <li>Children will be able to create a quiz for an identified audience</li> <li>Children will be able to use a variety of quiz question types</li> </ul>			

