



Orton Wistow Primary School – Curriculum Plan



Subject: Computing

Year : 6

Term : Autumn



Vocabulary

Define the word and include etymology if useful.



Knowledge

What children will know

Learning	Teaching	Assessment
Remembering	Telling	Testing



Understanding

What children will understand

Learning	Teaching	Assessment
Practising	Coaching	Observing



Skills

What children will be able to do

Learning	Teaching	Assessment
Reflecting	Facilitating	Evaluating

Computer Science-2Code

Action - Types of commands, which are run on an object. They could be used to move an object or change a property.

Alert - This is a type of output. It shows a pop-up of text on the screen.

Algorithm - a precise step by step set of instructions used to solve a problem or achieve an objective. Flowchart

Bug - A problem in a computer program that stops it working the way it was designed.

Code Design – Design what a program will look like and what it will do.

Command - A single instruction in a computer program.

Control - These commands determine whether parts of the program will run, how often and sometimes, when.

Debug/Debugging - Looking for any problems in the code, fixing and testing them.

Event – Something that causes a block of code to be run.

Function – A type of procedure or routine.

Get Input - This puts the text that a user types into the computer's temporary memory to be used to control the program flow.

If - A conditional command. This tests a statement. If the condition is true, then the commands inside the block will be run.

- Children will know the steps required to design code to suit a specific goal (design, code, test, debug (repeat))
- Children will know that a function block is a piece of code written and saved and then can be accessed and applied to a code when required.
- Children will know that code can change position, this can help with using functions.
- Children will know that 'input' can be created through a mouse, keyboard or in some devices, movement (tilting)
- Children will know that flow charts can be used to visually represent a code and what should happen
- Children will know that 'text based adventure games can be created by considering all possible user input variables

- Children will understand that a function can be used to simplify a code and eliminate surplus code
- Children will understand that code needs to consider all variables when using user input
- Children will understand that a code will need de-bugging if it does not follow the flow chart.
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- Children will be able to separate code into tabs (decomposition)
- Children can create programs that use input from the user (text input from keyboard)
- Children can follow flowcharts to create and debug code.
- Children can create flowcharts for algorithms using 2Chart.
- Children can be creative with the way they code to generate novel visual effects.
- Children can interpret parts of code, possibly linking parts together to explain what will happen when complete.

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

									
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<p>Information Technology 6.4 Blogging unit Purple Mash</p> <p>Audience – In this case the readership of the blog.</p> <p>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.</p> <p>Blog page – A webpage onto which blog posts are hosted.</p> <p>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.</p> <p>Icon - A symbol or graphic representation on a screen.</p>	<ul style="list-style-type: none"> Children will know that a blog is a regularly updated webpage and can be created by anyone. Children will know that a blog is usually written in an informal style, blogs contain 'blog posts' which can be used to document life events, give information about hobbies and interests or share knowledge on specific subjects. Children will know that key features include: heading, date and time of post, paragraphs, sub-headings, text and images and will include a comments box. Children will know that they and others can comment and contribute to existing blogs. 	<ul style="list-style-type: none"> Children will understand the importance of writing style when it creating a blog. Children will understand that blogs need to be updated regularly or the audience will lose interest. Children understand the importance of how the information is presented so the viewer is kept informed/entertained Children will understand that blogs need to be approved to check the content is suitable for the intended audience. 	<ul style="list-style-type: none"> Children will be able to work collaboratively to plan a blog Children will be able to select a layout that will suit the purpose of the blog Children will be able to add comments to a blog Children will be able to assess the effectiveness and impact of a blog 						



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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 test of knowledge, especially as a competition between individuals or teams as a form of entertainment.

- Children will know there are different question types, including; sequencing, grouping and sorting, text based, multiple-choice, labelling
- Children will know they have to consider the age and reading ability of their audience
- Children will know to include a title screen and instructions (and possibly time limits)

- Children will understand that varying the question types can make the quiz more interesting/enjoyable but also more accessible to a wider audience.
- Children will understand the importance of ensuring the questions and answers are clearly worded and are correct to avoid confusion and frustration from the user

- Children will be able to create a quiz for an identified audience
- Children will be able to use a variety of quiz question types

