

# Year 6 Progression in Computing

Unit 1- Computing Systems	Unit 2- Creating Media	Unit 3- Programming A	Unit 4- Data and Information	Unit 5- Creating Media	Unit 6- Programming B	Touch Typing
<ul style="list-style-type: none"> <li>● I know how to communicate responsibly</li> <li>● I know how to safely collaborate online.</li> </ul>	<ul style="list-style-type: none"> <li>● I know how to build my own multimedia webpage following copyright laws.</li> </ul>	<ul style="list-style-type: none"> <li>● I know how to use named variables to enhance a game in Scratch</li> </ul>	<ul style="list-style-type: none"> <li>● I know how to organise and modify data within a spreadsheet</li> <li>● I know how to write formulas to calculate data</li> </ul>	<ul style="list-style-type: none"> <li>● I know how to create a 3D model using Tinkercad</li> </ul>	<ul style="list-style-type: none"> <li>● I know how to use the four programming constructs to utilise a physical device - the micro:bit</li> </ul>	<ul style="list-style-type: none"> <li>● I know how to touch type</li> </ul>
<ul style="list-style-type: none"> <li>● I will know how to explain the importance of internet addresses</li> <li>● I will know how to recognise how data is transferred across the internet</li> <li>● I will know how to explain how sharing information online can help people to work together</li> <li>● I will know how to evaluate different ways of working together online</li> <li>● I will know how to recognise how we communicate using technology</li> <li>● I will know how to evaluate different methods of online communication</li> </ul>	<ul style="list-style-type: none"> <li>● I will know how to review an existing website and consider its structure</li> <li>● I will know how to plan the features of a web page</li> <li>● I will know how to consider the ownership and use of images (copyright)s</li> <li>● I will know how to recognise the need to preview pages</li> <li>● I will know how to outline the need for a navigation path</li> <li>● I will know to recognise the implications of linking to content owned by other people</li> </ul>	<ul style="list-style-type: none"> <li>● I will know how to define a 'variable' as something that is changeable</li> <li>● I will know how to explain why a variable is used in a program</li> <li>● I will know how to choose how to improve a game by using variables</li> <li>● I will know how to design a project that builds on a given example</li> <li>● I will know how to use my design to create a project</li> <li>● I will know how to evaluate my project</li> </ul>	<ul style="list-style-type: none"> <li>● I will know how to create a data set in a spreadsheet</li> <li>● I will know how to build a data set in a spreadsheet</li> <li>● I will know how to explain that formulas can be used to produce calculated data</li> <li>● I will know how to apply formulas to data</li> <li>● I will know how to create a spreadsheet to plan an event</li> <li>● I will know how to choose suitable ways to present data</li> </ul>	<ul style="list-style-type: none"> <li>● I will know how to recognise that you can work in three dimensions on a computer</li> <li>● I will know how to identify that digital 3D objects can be modified</li> <li>● I will know how to recognise that objects can be combined in a 3D model</li> <li>● I will know how to create a 3D model for a given purpose</li> <li>● I will know how to plan my own 3D model</li> <li>● I will know how to create my own digital 3D model</li> </ul>	<ul style="list-style-type: none"> <li>● I will know how to create a program to run on a controllable device</li> <li>● I will know how to explain that selection can control the flow of a program</li> <li>● I will know how to update a variable with a user input</li> <li>● I will know how to use an conditional statement to compare a variable to a value</li> <li>● I will know how to design a project that uses inputs and outputs on a controllable device</li> <li>● I will know how to develop a program to use inputs and outputs on a controllable device</li> <li>●</li> </ul>	<ul style="list-style-type: none"> <li>I will know how to touch type</li> <li>● <i>accurately type</i></li> <li>● <i>increase the pace of typing</i></li> </ul>