Computing Curriculum Overview - Year 6

	Unit	Details
Autumn One	Programming B - Sensing	This unit offers pupils the opportunity to use all of these constructs in a different, but still familiar environment, while also utilising a physical device — the micro:bit. The unit begins with a simple program for pupils to build in and test within the new programming environment, before transferring it to their micro:bit.
Autumn Two	Communication and Collaboration	In this unit pupils explore how data is transferred over the internet. Pupils initially focus on addressing, before they move on to the makeup and structure of data packets. Pupils then look at how the internet facilitates online communication and collaboration; they complete shared projects online and evaluate different methods of communication.
Spring One	Programming A - Variables in Games	This unit explores the concept of variables in programming through games in Scratch. First, pupils find out what variables are and relate them to real-world examples of values that can be set and changed. Then they use variables to create a simulation of a scoreboard.
Spring Two	Creating Media - 3D Modelling	Pupils will develop their knowledge and understanding of using a computer to produce 3D models. Pupils will initially familiarise themselves with working in a 3D space, moving, resizing, and duplicating objects. They will then create hollow objects using placeholders and combine multiple objects to create a model of a desk tidy.
Summer One	Data and Information - Spreadsheets	This unit introduces pupils to spreadsheets. They will be supported in organising data into columns and rows to create their own data set. Pupils will be taught the importance of formatting data to support calculations, while also being introduced to formulas and will begin to understand how they can be used to produce calculated data. Pupils will be taught how to apply formulas that include a range of cells, and apply formulas to multiple cells by duplicating them.
Summer Two	Creating Media - Web Page Creation	This unit introduces pupils to the creation of websites for a chosen purpose. Pupils identify what makes a good web page and use this information to design and evaluate their own website using Google Sites. Throughout the process pupils pay specific attention to copyright and fair use of media, the aesthetics of the site, and navigation paths.