

Ludgershall Castle Primary School

Computing

Year 6 Skills

Computing Systems	<ul style="list-style-type: none">-To explain the importance of internet addresses-To recognise how data is transferred across the internet-To explain how sharing information online can help people to work together-To evaluate different ways of working together online-To recognise how we communicate using technology-To evaluate different methods of online communication	
Creating Media	<ul style="list-style-type: none">-To review an existing website and consider its structure-To plan the features of a web page-To consider the ownership and use of images (copyright)-To recognise the need to preview pages-To outline the need for a navigation path-To recognise the implications of linking to content owned by other people-To recognise that you can work in three dimensions on a computer-To identify that digital 3D objects can be modified-To recognise that objects can be combined in a 3D model-To create a 3D model for a given purpose-To plan my own 3D model-To create my own digital 3D model	
Data Information	<ul style="list-style-type: none">-To create a data set in a spreadsheet-To build a data set in a spreadsheet-To explain that formulas can be used to produce calculated data-To apply formulas to data-To create a spreadsheet to plan an event-To choose suitable ways to present data	
Programming	<ul style="list-style-type: none">-To define a 'variable' as something that is changeable-To explain why a variable is used in a program-To choose how to improve a game by using variables-To design a project that builds on a given example-To use my design to create a project-To evaluate my project-To create a program to run on a controllable device-To explain that selection can control the flow of a program-To update a variable with a user input-To use a conditional statement to compare a variable to a value-To design a project that uses inputs and outputs on a controllable device-To develop a program to use inputs and outputs on a controllable device	