

Year 6

Useful links:

- Teach Computing: <https://teachcomputing.org/> (Teaching resources)
- Key Stage 2 resources: <https://teachcomputing.org/curriculum/key-stage-2>
- [KS2 teacher guide](#)

<u>Term</u>	<u>Unit</u>	<u>Lesson 1</u>	<u>Lesson 2</u>	<u>Lesson 3</u>	<u>Lesson 4</u>	<u>Lesson 5</u>	<u>Lesson 6</u>
Autumn 1	Computing systems and networks-Communication	Searching the web	Selecting search results	How search results are ranked	How are searches influenced?	How we communicate	Communicating responsibly
Autumn 2	Creating media-3D Modelling	What is 3D modelling?	Making changes	Rotation and position	Making holes	Planning my own 3D model	Making my own 3D model
Spring 1	Creating media-Web page creation	What makes a good website?	How would you layout your web page?	Copyright of copyWRONG?	How does it look?	Follow the breadcrumbs	Think before you link!
Spring 2	Data and information-Spreadsheets	What is a spreadsheet?	Modifying spreadsheets	What's the formula?	Calculate and duplicate	Event planning	Presenting data
Summer 1	Programming A-Variables in games	Introducing variables	Variables in programming	Improving a game	Designing a game	Design to code	Improving and sharing
Summer 2	Programming B-Sensing	The micro:bit	Go with the flow	Sensing inputs	Finding your way	Designing a step counter	Making a step counter