	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Year 6	**Computing systems and networks** **Lesson breakdown:** 1. Internet addresses 2. Data packets 3. Working together 4. Sharing working 5. How we communicate 6. Communicating responsibly **Project Evolve:** Online bullying • Capturing bullying content to share • How someone would report online bullying. **Key knowledge:** • Data is transferred over the internet • The internet facilitates online communication and collaboration • Communicating responsibly is what should or shouldn't be shared on the internet • Networks need basic hardware to work. **Vocabulary:** Communication, protocol, data, address, Internet Protocol (IP), Domain Name Server (DNS), explore, slide deck, collaboration, public, private.	**Creating media – Web page creation** **Lesson breakdown:** 1. What makes a good website? 2. How would you layout your web page? 3. Copyright or CopyWRONG? 4. How does it look? 5. Follow the breadcrumbs 6. Think before you link! **Project Evolve:** Online relationships • How sharing online something can be positive or negative • Shared online privacy can have consequences. **Key knowledge:** • Copyright is the exclusive legal right to the creator / publisher. • HTML defines the structure of web pages • Digital images can be altered and edited to mislead • That a public website can be viewed by anyone. **Vocabulary:** Website, browser, media, Hypertext Markup Language (HTML), layout, copyright, home page, breadcrumb trail, navigation, hyperlink, embed.	**Programming A – Variables in games** **Lesson breakdown:** 1. Introducing variables 2. Variables in programming 3. Improving a game 4. Designing a game 5. Design a code 6. Improving and sharing **Project Evolve:** Health, wellbeing, lifestyle • Recognise features of persuasive design. • Assess and action different strategies **Key knowledge:** • A variable is a named piece of data stored in a computer's memory • An algorithm is a set of ordered steps • A program is a set of commands run by a computer to complete a task • Syntax - a set of rules that control the code. **Vocabulary:** Variable, algorithm, task, artwork, program, project, code, debug, assign, program, syntax	**Data and information – Intro to Spreadsheets** **Lesson breakdown:** 1. Collecting data 2. Formatting a spreadsheet 3. What's the formula? 4. Calculate and duplicate 5. Event planning 6. Presenting data **Project Evolve:** Review previous units **Key knowledge:** • Spreadsheets organise data into columns and rows • Input devices (microphones) take in information to be processed • Output is the result of data processed by a computer • A formula tells the computer what mathematical operation to perform on a specific value **Vocabulary:** Data, spreadsheet, input, output, formula, calculation, spreadsheet, operation, range, duplicate, comparison.	**Creating media – 3D modelling** **Lesson breakdown:** 1. Introduction to 3D modelling 2. Modifying 3D objects 3. Make your own name badge 4. Making a desk tidy 5. Planning a 3D model 6. Make your own 3D model **Project Evolve:** Self-image and identity • Identify and critically evaluate online content. • Importance of asking until I get help needed. **Key knowledge:** • 3D modelling refers to 3 Dimensional • 3D models can be rotated, resized and moved on the computer • An output device is hardware controlled by outputs from the computer • A router manages data flow between computer networks **Vocabulary:** TinkerCAD, perspective, view, handles, resize, rotate, duplicate, placeholder, hollow, construct, modify.	**Programming B – Sensing movement** **Lesson breakdown:** 1. The Micro:bit 2. Go with the flow 3. Sensing inputs 4. Finding your way 5. Designing a step counter 6. Making a step counter **Project Evolve:** Managing online info. • How to use search technologies effectively. 'Influence', 'persuasion' 'manipulation' encounters **Key knowledge:** • Micro:bits are pocket sized computers • MakeCode is a free online learn-to-code platform • A variable is a named piece of data stored in a computer's memory • Data that is sent to a program to be processed is an input **Vocabulary:** Micro:bit, MakeCode, selection, condition, if then else, variable, random, sensing, accelerometer, algorithm, step counter.