Computing	Carclaze Primary School	Year 6
	Computing Knowledge Organiser	

COMPUTER SCIENCE

Prior learning to reactivate:

- Navigate and locate tools and controls within a computing program
- Add external triggers and infinite loops that control a sprite
- Use conditional statements (if... then) within their program
- Use search technologies effectively
- Appreciate how pages are ranked in a search engine

Key learning:

- Navigate and locate tools and controls within a computing program
- Create and edit a background and sprite
- Use conditional statements, variables and to configure external inputs within a computing program
- Create and program broadcast messages
- Created programs must have a clear win, lose end
- Know that good code tells computers and humans how a programme works.
- Know that computers can be programmed to make 'choices' but really the programmer has created the choice.
- Know that the computers can be programmed to make the outputs react to what the sensors detect
- Understand what HTML is and recognize HTML tags

Key vocabulary

Program	A collection of instructions that forms a specific task
Sprite	A computer graphic which may be moved on screen
Coding	The process of designing and building a computer programme for a set purpose
Navigation	the act of moving around a website or computer screen, or between websites or screens:
Variables	A value that can change depending on conditions or information passed to a program
Input	Any information or data sent to a computer for processing
Output	Data generated by a computer

DIGITAL LITERACY

Prior learning to reactivate:

- Understand that if they make their personal information available online it may be seen and used by others (even once deleted)
- Understand some of the risk and rewards involved in publishing online and know how to keep safe
- Identify safe and unsafe online behaviours.
- know how to identify the URL of a website.
- know what appropriate and inappropriate privacy settings on social accounts are; and how to set these.

Key learning:

- Make decisions about whether or not statements or images found on the internet are likely to be true.

- List different devices that can go on the internet, and separate those that do not.

- Understand what personal information is, online.

- Know what inappropriate content online might be and what to do if it is found

- Talk about websites they have been on.

- Send an online ecard

- Explore a website by clicking on buttons, arrows, menus and hyperlinks.

- Navigate 'back' by clicking on the 'back' button.

- Complete a search under the supervision of adults.

INFORMATION TECHONOLOGY

Prior learning to reactivate:

- choose appropriate questions and design a data collection form
- make decisions about types of answer
- Design a database using fields and features appropriately.
- enter data accurately in to a database
- search and filter results from a large database
- make decisions as to the best strategy/location to finding the answer
- Develop strategies for finding the most appropriate information i.e. site choice, key words,
- draw conclusions from a database

Key learning:

- Create a spreadsheet to investigate costs and numerical patterns including:
- Using formula to create models including entering data, entering formulae, copying cells and simple formatting.
- Knowing how to change formula to change models including (SUM, x ÷, average, mode)
- Making (and choosing appropriately) graphs to represent calculations/data on spreadsheets
- Understanding that changing a numerical field changes the data.
- Using different views and tools to check for inaccuracies in data.
- Making predictions about how changing the model will change the data to answer 'what if' questions.
- Changing data in a spreadsheet to answer 'what if' questions and check predictions. Identify the features of good page layout i.e. text boxes, columns etc.
- Produce a presentation for a specific purpose and audience
- Combine text, images and sounds
- Create own images, videos and sounds to be included
- Link pages together using hyperlinks and transition effects
- Enhance existing presentations using images from different sources and locations.