

Year 6	Overview Y6	Autumn	Spring	Summer
Computer Science	Programming (Algorithms, Sequencing and testing code) Beebot / Roamer / Probot Programming apps	L.O: To follow an algorithm Hour of Code activities	L.O: To create an algorithm Create a game on scratch Create a clock on scratch	L.O: To program and test coding Scratch (http://code-it.co.uk/csplanning.html) Smoking Car, Slug Trail Microbit Activities
Digital Literacy	Digital Literacy & Citizenship (Research) SWGFL scheme of work (Online Communication and E-Safety, DLG, B	Game On Online Safety Google search lessons https://www.google.com/intl/en-us/insidesearch/searcheducation/ https://literacytrust.org.uk/resources/fake-news-and-critical-literacy/ - Fake News https://www.allaboutexplorers.com/teachers/	Privacy https://www.commonsense.org/education/lesson/privacy-rules-3-5 leading to Terms and Conditions from UKCCIS	Cyberbullying https://www.commonsense.org/education/lesson/whats-cyberbullying-3-5 Images Self identity https://www.commonsense.org/education/lesson/selling-stereotypes-3-5
I T	Communication Publishing and collaborating (Multimedia Word Processing)	L.O: To improve word processing skills Create a quiz in powerpoint using hyperlinks Literacy based tasks (Word/ Pages) PC based skills using Office CROSS CURRICULAR	L.O: To improve word processing skills Children to use prezi to create multi media presentation http://prezi.com/pod9ulcuahto/how-to-use-prezi CROSS CURRICULAR	L.O: To improve multi media presentation skills Electronic Yearbook – make contribution (imovie pic collage, pages etc...) Use several different apps and integrate their use CROSS CURRICULAR
	Digital video Video & Animation Music / Sound Digital Imagery (Graphics & digital cameras)			

	Handling Information (Database / Spreadsheets)		L.O: To create a survey Use online survey to make and conduct a survey. Record and analyse results in Excel CROSS CURRICULAR	
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Stone Age