

What are we learning in Year 6:

Computing

Term: Autumn

Focus: Coding

**purple
mash**

1	As coders, we will design a playable game with a timer and a score. We will plan and use selection and variables.
2	As coders, we will design a playable game with a timer and a score. We will understand how the launch command works.
3	As coders, we will use functions and understand why they are useful. We will understand how functions are created and called.
4	As coders, we will use flowcharts to test and debug a program. We will create a simulation of a room in which devices can be controlled.
5	As coders, we will understand the different options of generating user input in 2Code. We will understand how user input can be used in a program.
6	As coders, we will understand how 2Code can be used to make a text-based adventure game.

What are we learning in Year 5:

Computing

Term: Spring

Focus: Concept maps



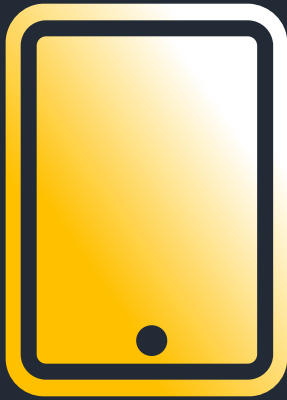
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| 1 | To understand the need for visual representation when generating and discussing complex ideas |
| 2 | To understand the uses of a concept map |
| 3 | To understand and use the correct vocabulary when creating a concept map and |
| 4 | To create a concept map |
| 5 | To understand how a concept map can be used to retell stories and information |
| 6 | Composite: To create a collaborative concept map and present this to an audience |

What are we learning in Year 5:

Computing

Term: Summer

Focus: 3D modelling



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| 1 | To be introduced to the 2Design and Make tool |
| 2 | Explore the effect of moving points when designing |
| 3 | To design a 3Dmodel to fit certain criteria |
| 4 | To design a 3Dmodel to fit different criteria |
| 5 | Composite: To refine, print and make the 3D model
(link to art perspective drawing) |