

## Computing Scheme of Work

Year Group	Objective in Bold Covered	Activities
<b>Year 6 Computer Science</b>	<ul style="list-style-type: none"> <li>design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts</li> <li>use sequence, selection, and repetition in programs; work with variables and various forms of input and output</li> <li>use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs</li> </ul>	<a href="#">Crab Maze</a> (3) <a href="#">Racing Car Game</a> (3) <a href="#">Primary Games Maker</a> (3) <a href="#">Random Word</a> (1) <a href="#">Design a Clock</a> HA (3)
<b>Year 6 Searching</b>	<ul style="list-style-type: none"> <li>use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content</li> </ul>	<a href="#">Research List</a>
<b>Year 6 Use of Technology</b>	<ul style="list-style-type: none"> <li>select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information</li> </ul>	
<b>Year 6 Safety</b>	<ul style="list-style-type: none"> <li>use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.</li> </ul>	<b>Circle Times</b> <a href="#">Images</a> <a href="#">Keeping our identity private</a>