

Milestone 3**Computing Year 6**

By the end of Year 6 pupils should have a 'Expected' understanding, whilst some will have a 'Deep' understanding.

	Basic:	Expected:	Deep:
Computer skills (spans across all units)			
Locate and open any necessary files required			
Know the different buttons on the keyboard and their names (for example enter button, space bar, tab, backspace, shift, control and alt)			
Use some keyboard short cuts for tasks (for example ctrl + V, ctrl + p, ctrl + S, ctrl + a, ctrl + c, etc)			
Type with a fluent speed and reasonable accuracy			
Use both hands to speed up typing skills			
Information Technology			
Unit 6.3 - Spreadsheets			
Use a spreadsheet to investigate the probability of the results of throwing many dice.			
Use a spreadsheet to calculate the discount and final prices in a sale. Create a formula to help work out the prices of items in the sale.			
Use a spreadsheet to plan how to spend pocket money and the effect of saving money.			
Use a spreadsheet to plan a school charity day to maximise the money donated to charity.			
Unit 6.7 - Quizzing			
Create a picture-based quiz for young children.			
Learn how to use the question types within 2Quiz.			
Explore the grammar quizzes.			
Make a quiz that requires the player to search a database.			
Make a quiz to test your teachers or parents.			
Unit 6.9 - Spreadsheets using MS Excel			
Know what a spreadsheet looks like.			
Navigate and enter data into cells.			
Introduce some basic data formulae in Excel.			
Demonstrate how the use of Excel can save time and effort when performing calculations.			
Use a spreadsheet to model a situation.			
Demonstrate how Excel can make complex data clear by manipulating the way it is presented.			
Use formulae for percentages, averages, max and min in spreadsheets			
Create a variety of graphs in Excel.			
Use a spreadsheet to model a real-life situation.			
Apply spreadsheet skills to solving problems.			
Computer Science			
Unit 6.1 - Coding			
Design a playable game with a timer and a score.			
Plan and use selection and variables.			
Understand how the launch command works.			
Use functions and understand why they are useful.			

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	Basic:	Expected:	Deep:
Understand how functions are created and called.			
Use flowcharts to test and debug a program.			
Create a simulation of a room in which devices can be controlled.			
Understand the different options of generating user input in 2Code.			
Understand how user input can be used in a program.			
Understand how 2Code can be used to make a text-based adventure game.			
Unit 6.5 - Text Adventures			
Find out what a text-based adventure game is and to explore an example made in 2Create a Story.			
Use 2Connect to plan a 'Choose your own Adventure' type story.			
Use 2Connect plans for a story adventure to make the adventure using 2Create a Story.			
Introduce an alternative model for a text adventure which has a less sequential narrative.			
Use written plans to code a map-based adventure in 2Code.			
Unit 6.6 - Networks			
Find out what a LAN and WAN are.			
Find out how we access the internet in school.			
Research and find out about the age of the internet.			
Think about what the future might hold.			
Digital Literacy / Online Safety			
Unit 6.2 - Online Safety			
Identify benefits and risks of mobile devices broadcasting the location of the user/device, e.g., apps accessing location.			
Identify secure sites by looking for privacy seals of approval, e.g., https, padlock icon.			
Identify the benefits and risks of giving personal information and device access to different software.			
Review the meaning of a digital footprint and understand how and why people use their information and online presence to create a virtual image of themselves as a user.			
Have a clear idea of appropriate online behaviour and how this can protect themselves and others from possible online dangers, bullying and inappropriate behaviour.			
Begin to understand how information online can persist and give away details of those who share or modify it.			
Understand the importance of balancing game and screen time with other parts of their lives, e.g., explore the reasons why they may be tempted to spend more time playing games or find it difficult to stop playing and the effect this has on their health.			
Identify the positive and negative influences of technology on health and the environment.			
Unit 6.4 - Blogging			
Identify the purpose of writing a blog.			
Identify the features of successful blog writing.			

Child's Name: _____

Rooted in Faith; Enriching Young Minds

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Plan the theme and content for a blog.			
Understand how to write a blog and a blog post.			
Consider the effect upon the audience of changing the visual properties of the blog.			
Understand how to contribute to an existing blog.			
Understand the importance of commenting on blogs.			
Peer-assess blogs against the agreed success criteria.			
Understand how and why blog posts and comments are approved by the teacher.			