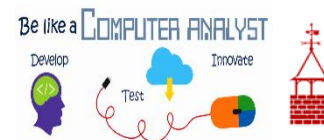




Computing

Develop Test Innovate



Year Group	Unit Title	End Points
6	Spreadsheets	• Explain the relevance of data headings • Apply an appropriate number format to a cell • Build a data set in a spreadsheet application • Construct a formula in a spreadsheet • Create a formula which includes a range of cells • Apply a formula to multiple cells by duplicating it • Apply a formula to calculate the data I need to answer questions • Use a graph to show the answer to questions
6	Computer Systems and Networks	• Complete a web search to find specific information • Refine a search made • Compare results from different search engines • Explain that a search engine follows rules to rank relevant pages • Describe some of the ways that search results can be influenced • Recognise the role of web crawlers in creating an index • Identify a variety of ways of communicating over the internet • To be able to decide when they shouldn't share information
6	Creating media (Web designs)	• Know that websites are written in HTML • Recognise the common features of a web page • Find copyright-free images • Add content to my own web page • Explain what a navigation path is and why they are useful • Explain the implication of linking to content owned by others • Create hyperlinks to link to other people's work • To be able to explain that communication on the internet may not be private
6	Senses	• Test my program on an emulator • Transfer my program to a controllable device • Determine the flow of a program using selection • Use a condition to change a variable • Use an operand (e.g. <=>) in a statement • Modify a program to achieve a different outcome • Design the program flow for my project • Use a range of approaches to find and fix bugs
6	Creating Media- 3D modelling	• Select, move and delete a digital 3D shape

		• Identify how graphical objects can be modified • Select, move and delete a digital 3D shape • Select and duplicate multiple 3D objects • Create digital 3D objects of an appropriate size • Plan a 3D model • Evaluate a model against a given criterion
6	Programming Variables	• Identify examples of information that is variable • Explain that a variable has a name and a value • Decide where in a program to change a variable • Choose the artwork for a project • Choose a name that identifies the role of a variable • Identify ways that a game could be improved