Y6 Computing (Digital Literacy & IT)

National Curriculum	Knowledge	Skills	Y5 Vocab	Y6 Vocab
• Understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration. • 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	• Understand that a network is a series of connected computers or devices, often controlled through a server. • Know a variety of cables and connectors and what their purpose is. • Understand that a computer / device connects to the Internet via a router. • Know which devices can also be added to a network, e.g. printer. • Understand the difference between a LAN and the Internet. • Understand how the Internet connects into the home. • Understand that information is sent across the web via packets.	• Role play the different aspects of a network. • Draw a detailed representation of a network with all the various components. • Match cables and connectors with their descriptions. • Explain the journey of a website from first request to appearing on the screen. • Model how packets are sent through the internet.	• Flowchart / Flowol • Sequence • Connect • Symbols • Instructions • Edit • Modify • Input • Output • Control • Conventional • Loop • Subroutine	• Network • Interconnected • Router • Server • Wireless / Wired • Cable • Ethernet • Connector • WAP • Switch • Firewall • Access • TCP/IP • Packet

Lessons to Teach		Key Questions
• Lesson 1: How a network works • Lesson 2: How a school network works • Lesson 3: Connecting the Internet	• Lesson 4: Packet Game • Lesson 5: Tracing the Internet • Lesson 6: Linking the WWW	• *How does information pass from one computer / device to another?* • *What people (users) have access to our school network.* • *Have you ever wondered where web pages live (or are stored)?*

Previous Learning	Future Learning
• Understand that computers can control the objects we interact with (K) • Draw a flowchart using the correct symbols (K) • Control multiple outputs at the same time (S) • Create a repeating loop (S) • Create a subroutine separate to the main flowchart program (S) • Call a subroutine within a flowchart (S)	• Undertake creative projects that involve selecting, using, and combining multiple applications, preferably across a range of devices, to achieve challenging goals, including collecting and analysing data and meeting the needs of known users. • Understand how instructions are stored and executed within a computer system; understand how data of various types (including text, sounds and pictures) can be represented and manipulated digitally, in the form of binary digits.