

Computing

Curriculum End Points

Year Six

Strand: Programming

Topic: Variation in games/Sensing



- Identify a variable in an existing program
- Experiment with the value of an existing variable
- Choose a name that identifies the role of a variable to make it easier for humans to understand it
- Decide where in a program to set a variable
- Update a variable with a user input
- Use an event in a program to update a variable
- Use a variable in a conditional statement to control the flow of a program
- Use the same variable in more than one location in a program

Computing

Curriculum End Points

Year Six

Strand: Computing Systems and Networks

Topic: Communication and Collaboration



- Outline methods of communicating and collaborating using the internet
- Choose methods of internet communication and collaboration for given purposes
- Evaluate different methods of online communication and collaboration
- Decide what you should and should not share online

Computing

Curriculum End Points

Year Six

Strand: Creating Media

Topic: Web page creation



- Review an existing website (navigation bars, header)
- Create a new blank web page
- Add text to a web page, and set the style of text
- Change the appearance of text
- Embed media in a web page
- Add web pages to a website
- Preview a web page (different screen sizes)
- Insert hyperlinks between pages
- Insert hyperlinks into another site

Computing

Curriculum End Points

Year Six

Strand: Creating Media

Topic: 3D Modelling



- Position 3D shapes relative to one another
- Use digital tools to modify 3D objects
- Combine objects to create a 3D digital artefact
- Use digital tools to accurately size 3D objects
- Construct a 3D model which reflects a real world object