Computing End of Year Expectations for Children in Year *6*

Computing Systems and Networks Computing systems and networks - Communication and collaboration **Autumn Term**	Creating Media Web page creation **Autumn Term**	Programming A Programming A – Variables in games **Spring Term**	Data and information Intro to Spreadsheets **Spring Term**	Creating Media 3D Modelling **Summer Term**	Programming B Sensing movement **Summer Term**
-I can describe how computers use addresses to access websites - I can explain that internet devices have addresses - I can recognise that data is transferred using agreed methods	-I can discuss the different types of media used on websites - I can explore a website - I know that websites are written in HTML	-I can explain that the way a variable changes can be defined - I can identify examples of information that is variable - I can identify that variables can hold numbers or letters	-I can collect data - I can enter data into a spreadsheet - I can suggest how to structure my data	-I can add 3D shapes to a project - I can move 3D shapes relative to one another - I can view 3D shapes from different perspectives	-I can apply my knowledge of programming to a new environment - I can test my program on an emulator - I can transfer my program to a controllable device
-I can explain that the internet allows different media to be shared - I can recognise how to access shared files stored online - I can send information over the internet in different ways	-I can add content to my own web page - I can evaluate what my web page looks like on different devices and suggest/make edits - I can preview what my web page looks like	-I can choose the artwork for my project - I can create algorithms for my project - I can explain my design choices	-I can construct a formula in a spreadsheet - I can explain which data types can be used in calculations - I can identify that changing inputs changes outputs	-I can duplicate 3D objects - I can group 3D objects - I can rotate objects in three dimensions	-I can experiment with different physical inputs - I can explain that checking a variable doesn't change its value - I can use a condition to change a variable
-I can compare different methods of communicating on the internet - I can decide when I should and should not share information online - I can explain that communication on the internet may not be private	-I can create hyperlinks to link to other people's work - I can evaluate the user experience of a website - I can explain the implication of linking to content owned by others	-I can identify ways that my game could be improved - I can share my game with others - I can use variables to extend my game	-I can produce a chart - I can suggest when to use a table or chart - I can use a chart to show the answer to questions	-I can construct a 3D model based on a design - I can explain how my 3D model could be improved - I can modify my 3D model to improve it	-I can create a program based on my design - I can test my program against my design - I can use a range of approaches to find and fix bugs