




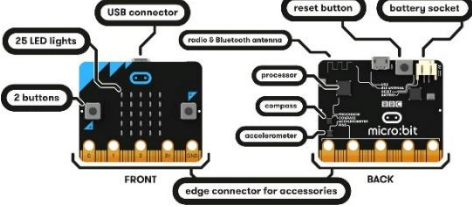

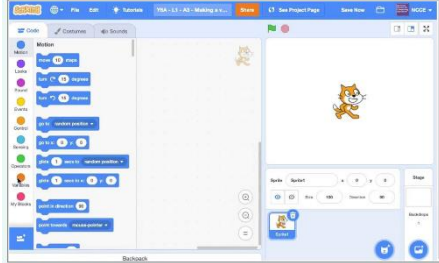
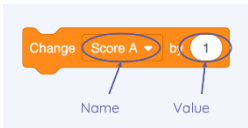
Year 6 Spring: Computing Knowledge Mat

Digital Literacy

Key Vocabulary		Images/ diagrams	Core Knowledge
E-safety	E-Safety at a simple level means being safe on the internet.	<p>PEGI symbols</p>  <p>Devices</p>  <p>DIGITAL FOOTPRINTS What do yours say?</p> <p>BE CAREFUL ABOUT:</p> <ul style="list-style-type: none"> • What you share. • Where you share. • With whom you share. <p>BE SMART ABOUT:</p> <ul style="list-style-type: none"> • Sites you visit. • Emails you open. • Links you click. <p>BE YOURSELF but be your best self.</p> 	<ul style="list-style-type: none"> ➤ I know that the internet is one of many ways to find out information or communicate. ➤ I know how to stay safe online. ➤ I know the value of protecting my privacy and others online. ➤ I know dangers and risks I should look out for when online. ➤ I know that PEGI symbols tell me the age appropriateness of a site/game. ➤ I know that there are negative consequences for not being safe online.
Devices	A device is a unit of physical hardware or equipment that provides one or more computing functions within a computer system.		
Content	Any creative element, for example, text, applications, images, archived e-mail messages, data, e-services, audio and video files etc.		
Posting/sharing	A message that is placed on the internet, for example on a bulletin board or website, for everyone to read.		
Social media	Websites and applications that enable users to create and share content or to participate in social networking.		
Peer pressure	Influence from members of one's peer group.		
Digital footprint	The information about a particular person that exists on the internet as a result of their online activity.		
Virus	A type of malicious code or program written to alter the way a computer operates		
PEGI symbols	Indicate the main reasons why a game has received a particular age rating.		
			<p style="text-align: center;">Skills</p> <ul style="list-style-type: none"> ➤ I can demonstrate safe and respectful use of a range of different technologies and online services. ➤ I can identify risks and viruses online. ➤ I can identify more discrete inappropriate behaviours online. For example, someone who may be trying to groom me or someone else. ➤ I can use critical thinking to help me stay safe online.

Year 6 Summer: Computing Knowledge Mat

Computer Science – Introducing variables

Key Vocabulary		Images/ diagrams	Core Knowledge
E-safety	E-Safety at a simple level means being safe on the internet.	   	<ul style="list-style-type: none"> ➤ I can identify examples of information that is variable ➤ I can explain that the way that a variable changes can be defined ➤ I can identify that variables can hold numbers or letters ➤ I can identify a program variable as a placeholder in memory for a single value ➤ I can explain that a variable has a name and a value ➤ I can recognise that the value of a variable can be changed ➤ I can identify examples of information that is variable ➤ I can explain that the way that a variable changes can be defined ➤ I can identify that variables can hold numbers or letters ➤ I can choose the artwork for my project ➤ I can explain my design choices ➤ I can create algorithms for my project ➤ I can choose the artwork for my project ➤ I can explain my design choices ➤ I can create algorithms for my project ➤ I can identify ways that my game could be improved ➤ I can extend my game further using more variables
Devices	A device is a unit of physical hardware or equipment that provides one or more computing functions within a computer system.		
Content	Any creative element, for example, text, applications, images, archived e-mail messages, data, e-services, audio and video files etc.		
Posting/sharing	A message that is placed on the internet, for example on a bulletin board or website, for everyone to read.		
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Virus	A type of malicious code or program written to alter the way a computer operates		
PEGI symbols	Indicate the main reasons why a game has received a particular age rating.		