



Abercarn Primary School

Termly ICT Topic – Year 6 Overview



Autumn Term 1

Communicating

- Organise work for a specific audience.
- Reorganise said work for a different audience.
- Manage file systems effectively such as creating folders, rename files and create a logical structure.
 - Add words to the spell check when confident of accuracy
- Understand when justify should be used and use in examples
- Explain choice of font size and style.
 - Select suitable fonts rather than using Wordart.
- Use keyboard commands to edit a document e.g. Ctrl x, Ctrl c, Ctrl v.
- Print two sided and shrink pages using percentages.
- Crop images and apply masks to change their shape.
 - Use find and replace facilities.
- Manage workspace area on network or within the cloud, with confidence.
- Create a document in the cloud and invite several partners to collaborate at different times.

Autumn Term 2

Coding

- Write a real world algorithm to represent a sequence of instructions using loops or procedures.
- Fill in missing symbols on an incomplete flow chart
- Using a simplified programming environment, program several sprites to move on command in different directions and at different speeds.
- Debug code to identify errors when trying to make several sprites move in different directions and speeds in a simplified programming environment.
- Independently create a character, number of text that repeat an action when text is entered.
- Using a simplified programming environment add several buttons to different sources such as websites
- With support, follow premade instructions to create a simple animation or game using full visual programming but begin to vary sprites and backgrounds *on a program such as Kodu or Scratch*

Spring Term 1

Modelling

- Create a spreadsheet and format individual cells. Change cell size, width etc.
- Identify trends and discuss the overall findings from the information.
- Find percentage changes using a formula
- Create a table of information and independently decide which type of chart is needed.
- Use software to create models of 3D objects, landscapes or items, including creating to scale.
 - Design a game with a scoring system and an end game target.



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Spring Term 2

Databases

- With support, create a survey with a range of question types.
- With support, record results from a survey in an organised way.
- Create own database with a variety of fields to record and organise results from a survey.
- Identify errors in databases and collections of data.
- Carry out searches using two or more criteria.

Search larger databases such as online shops or Access using multiple criteria

- Organise a prepared database by sorting on a particular field and view the sorted database.

Summer Term 1

Creative Multimedia

- Create a profile for their audience and the design choices that need to be made for them.
- Develop their own style, selecting colours and fonts that reflect the topic and audience.
- Create a presentation using more than one device, e.g. a tablet to capture images and laptop to create the presentation.
 - Plan a flow diagram showing how a user navigates through a presentation with multiple possibilities.
 - Create a presentation which has multiple avenues for navigation, e.g. a multiple choice quiz.
 - Apply a transition to slides.
- Use IT equipment to record own performance and peer and self- assess.
- Create a document in the cloud and invite several partners to collaborate at different times.
 - Create a movie from a range of photo and video sources.
 - Add slow motion effects when appropriate
- Capture video images of clay models or similar to tell a short story.
- Independently export their work and create a QR code / other sharing method.

Summer Term 2

Exchanging & Sharing Information

- Compose, correctly address and send an e-mail
- Use attachments within an e-mail.
- Learn how to save an attachment from a received e-mail and save it in a directory of the pupil's choice.
- Understand the importance of displaying up-to-date information on the World Wide Web.
- To use a Virtual Learning Environment (VLE) independently in school and at home.
 - Shorten internet addresses using a shortening app or website. Create a QR code and discuss the benefits of both.
- Understand ways that information found on the internet can be validated.
- Understand how to protect themselves when engaging in online relationships.
- Begun to cite multiple sources when using information in their work.