

Year 6- Coding

Lesson	Title	Aims (Objectives)	Success Criteria
1 &2	Designing and Making a more Complex Program	<ul style="list-style-type: none"> To design a playable game with a timer and a score. To plan and use selection and variables. To understand how the launch command works. 	<ul style="list-style-type: none"> Children can plan a program which includes a timer and a score. Children can follow their plans to create a program. Children can debug when things do not run as expected.
3	Using Functions	<ul style="list-style-type: none"> To use functions and understand why they are useful. To understand how functions are created and called. 	<ul style="list-style-type: none"> Children can create a program that makes use of functions. Children can create a program that uses multiple functions with the code arranged in tabs. Children can explain how their code executes when their program is run.
4	Flowcharts and Control Simulations	<ul style="list-style-type: none"> To use flowcharts to test and debug a program. To create a simulation of a room in which devices can be controlled. 	<ul style="list-style-type: none"> Children can follow flowcharts to create and debug code. Children can create flowcharts for procedures. Children can be creative with the way they code to generate novel visual effects.
5	User Input	<ul style="list-style-type: none"> To understand the different options of generating user input in 2Code. To understand how user input can be used in a program. 	<ul style="list-style-type: none"> Children can code programs that take text input from the user and use this in the program. Children can attribute variables to user input. Children are aware of the need to code for all possibilities when using user input.
6	Using Text-based Adventures	<ul style="list-style-type: none"> To understand how 2Code can be used to make a text-based adventure game. 	<ul style="list-style-type: none"> Children can follow through the code of how a text adventure can be programmed in 2Code. Children can design their own text-based adventure game based on one they have played. Children can adapt an existing text adventure so it reflects their own ideas.

Year 6- Online Safety

Lesson	Title	Aims (Objectives)	Success Criteria
<u>1</u>	Message in a Game	<ul style="list-style-type: none"> To identify benefits and risks of mobile devices broadcasting the location of the user/device, e.g., apps accessing location. To identify secure sites by looking for privacy seals of approval, e.g., https, padlock icon. To identify the benefits and risks of giving personal information and device access to different software. 	<ul style="list-style-type: none"> Children have used the example game and further research to refresh their memories about risks online including sharing location, secure websites, spoof websites, phishing, and other email scams. Children have used the example game and further research to refresh their memories about the steps they can take to protect themselves including protecting their digital footprint, where to go for help, smart rules and security software.
<u>2</u>	Online Behaviour	<ul style="list-style-type: none"> To review the meaning of a digital footprint and understand how and why people use their information and online presence to create a virtual image of themselves as a user. To have a clear idea of appropriate online behaviour and how this can protect themselves and others from possible online dangers, bullying and inappropriate behaviour. To begin to understand how information online can persist and give away details of those who share or modify it. 	<ul style="list-style-type: none"> Children understand how what they share impacts upon themselves and upon others in the long-term. Children know about the consequences of promoting inappropriate content online and how to put a stop to such behaviour when they experience it or witness it as a bystander. Extension: Children' actions demonstrate that they also feel a responsibility to others when communicating and sharing content online.
<u>3</u>	Screen Time	<ul style="list-style-type: none"> To understand the importance of balancing game and screen time with other parts of their lives, e.g., explore the reasons why they may be tempted to spend more time playing games or find it difficult to stop playing and the effect this has on their health. To identify the positive and negative influences of technology on health and the environment. 	<ul style="list-style-type: none"> Children can take more informed ownership of the way that they choose to use their free time. They recognise a need to find a balance between being active and digital activities. Children can give reasons for limiting screen time. Children can talk about the positives and negative aspects of technology and balance these opposing views.

Year 6- Blogging

Lesson	Title	Aims (Objectives)	Success Criteria
<u>1</u>	What is a Blog?	<ul style="list-style-type: none"> To identify the purpose of writing a blog. To identify the features of successful blog writing. 	<ul style="list-style-type: none"> Children understand how a blog can be used as an informative text. Children understand the key features of a blog.
<u>2</u>	Planning a Blog	<ul style="list-style-type: none"> To plan the theme and content for a blog. 	<ul style="list-style-type: none"> Children can work collaboratively to plan a blog.
<u>3</u>	Writing a Blog	<ul style="list-style-type: none"> To understand how to write a blog and a blog post. To consider the effect upon the audience of changing the visual properties of the blog. To understand how to contribute to an existing blog. 	<ul style="list-style-type: none"> Children can create a blog or blog post with a specific purpose. Children understand that the way in which information is presented has an impact upon the audience.
<u>4</u>	Sharing Posts and Commenting	<ul style="list-style-type: none"> To understand the importance of commenting on blogs. To peer-assess blogs against the agreed success criteria. To understand how and why blog posts and comments are approved by the teacher. 	<ul style="list-style-type: none"> Children can post comments and blog posts to an existing class blog. Children understand the approval process that their posts go through and demonstrate an awareness of the issues surrounding inappropriate posts and cyberbullying. Children can assess the effectiveness and impact of a blog. Children understand that content included in their blog carefully considers the end user.

Year 6- Text Adventures

Lesson	Title	Aims (Objectives)	Success Criteria
1	What Is a Text Adventure? Planning a Story Adventure	<ul style="list-style-type: none"> To find out what a text-based adventure game is and to explore an example made in 2Create a Story. To use 2Connect to plan a 'Choose your own Adventure' type story. 	<ul style="list-style-type: none"> Children can describe what a text adventure is. Children can map out a story-based text adventure. Children can use 2Connect to record their ideas. Extension: Children can turn a simple story with 2 or 3 levels of decision making into a logical design
2	Making a Story-based Adventure Game	<ul style="list-style-type: none"> To use 2Connect plans for a story adventure to make the adventure using 2Create a Story. 	<ul style="list-style-type: none"> Children can use the full functionality of 2Create a Story Adventure mode to create, test and debug using their plan. Children can split their adventure-game design into appropriate sections to facilitate creating it.
3	Introducing Map-Based Text Adventures	<ul style="list-style-type: none"> To introduce an alternative model for a text adventure which has a less sequential narrative. 	<ul style="list-style-type: none"> Children can map out an existing text adventure. Children can contrast a map-based game with a sequential story-based game. Extension: Children can make a comprehensive design map with a sequence of rooms including rooms in which the player needs to make a choice and collect items in a certain order to complete the game.
4	Coding a Map-Based Text Adventure	<ul style="list-style-type: none"> To use written plans to code a map-based adventure in 2Code. 	<ul style="list-style-type: none"> Children can create their own text-based adventure based upon a map. Children can use coding concepts of functions, two-way selection (if/else statements) and repetition in conjunction with one another to code their game. Children make logical attempts to debug their code when it does not work correctly.

Year 6- Networks

Lesson	Title	Aims (Objectives)	Success Criteria
<u>1</u>	The World Wide Web and the Internet	<ul style="list-style-type: none">To discover what the children know about the Internet.	<ul style="list-style-type: none">Children know the difference between the World Wide Web and the internet.Extension: Children can provide examples of the difference between the World Wide Web and the Internet.
<u>2</u>	Our School Network and Accessing the Internet	<ul style="list-style-type: none">To find out what a LAN and WAN are.To find out how we access the internet in school.	<ul style="list-style-type: none">Children know about their school network.Extension: Children can explain the differences between more than two network types such as: LAN, WAN, WLAN and SAN.
<u>3</u>	Research	<ul style="list-style-type: none">To research and find out about the age of the internet.To think about what the future might hold.	<ul style="list-style-type: none">Children have researched and found out about Tim Berners-Lee.Children have considered some of the major changes in technology which have taken place during their lifetime and the lifetime of their teacher/another adult.