

Year 6 Computing

Unit of Learning:

Computing systems and networks - Communication and collaboration

Big Question: How do I navigate the World wide web?

Prior learning: Last year, children learnt about how information is shared between digital systems.

At the end of this topic, pupils will know:

<u>Line of Enquiry</u>	<u>National Curriculum Objectives</u>
1. How is data transferred?	<ul style="list-style-type: none"> Understand computer networks, including the internet; how they can provide multiple services, such as the World Wide Web, and the opportunities they offer for communication and collaboration Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.
2. How is data transferred over networks in packets?	
3. How can you send information over the internet?	
4. How does the internet enable effective collaboration?	
5. Can you explain what you should and shouldn't share online?	

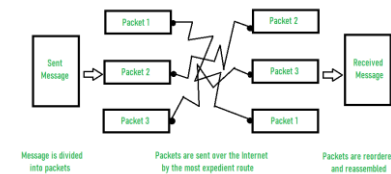
E-safety:

Prior learning: Previously children have learnt about keeping their own information safe online and also about their digital footprint.

At the end of this topic, pupils will know:

<u>Areas covered this half-term</u>	<u>National Curriculum Objectives</u>
Self-image and Identity	To use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.
Managing online information	

<u>Vocabulary</u>	<u>Definition</u>
Domain Name Server (DNS)	The part of a website's URL that is user friendly and identifies that it is under the control of a particular person or organisation e.g. raspberrypi.org
Internet Protocol (IP)	A series of guidelines regulating how data is shared between local networks or internet-based devices.
communication	The exchange of data and information between two or more computers over a communication channel.
packet	A packet is a small segment of a larger message.
data payload	A payload is the carrying capacity of a packet or other transmission data unit.
slide deck	A collection of slides that are used together to deliver a presentation.
address	The code that identifies where a piece of information is stored.



As children of God we are loved, we are called, and we are inspired.

