Year 6 – Long Term Planning Ideas		
Online Safety and Digital Literacy also see [Education for a Connected World](#)	**Information Technology**	**Computer Science**
- Know how to reduce the risks posed by using Social Media by managing their friends lists and privacy settings. **Game On** https://esafety.gov.au/education-resources/classroom-resources/gameon **Digital Friendships** – Common sense media (Online friendships) https://www.commonsense.org/education/digital-citizenship/lesson/digital-friendships - Know that having a healthy balance of online and offline activities is important for health. **Finding my media balance** Common sense media https://www.commonsense.org/education/digital-citizenship/lesson/finding-my-media-balance **Children's Commissioner Digital 5 a Day** https://www.childrenscommissioner.gov.uk/our-work/digital/5-a-day/ - Know that it is illegal to post or view 'rude' images of children. This may be covered as part of PSHCE. Related work **You won't believe this!** Common Sense Media https://www.commonsense.org/education/digital-citizenship/lesson/you-wont-believe-this - Know that hacking or misusing someone else's account is illegal. This is covered in some of the Google Internet Legends and Play Like Share materials. - Know that search results can be manipulated by sponsorship and advertising. **Common Sense Media** You won't believe this! https://www.commonsense.org/education/digital-citizenship/lesson/you-wont-believe-this - Know how to validate information found through searches by checking more than one source. **London Grid for learning – what can we "Trust"** https://www.lgfl.net/online-safety/trust-me **Google Search** – Range of lessons and materials – Follows on from lessons in Y5. Google Landing, Mixed Media and Quick Finds. https://sites.google.com/site/gwebsearcheducation/lessonplans - Know that some news is 'fake.' http://fakenews.lgfl.net www.theguardian.com/newswise	- Know how to use the main features of office software to produce suitable documents and presentations for an audience. Microsoft Office, G-Suite or Apple. For instance create an presentation and a key facts handout for a topic e.g. WW2 - Know how to edit a picture. For instance in Paint.net Be able to use layers, add filters, select areas to modify, add text or other appropriate content. - Know how to create a simple formula in a spreadsheet to work out given mathematical tasks such as adding a set of numbers. For instance use Excel, Sheets or Numbers to create a spreadsheet that would work out the value of stock in a school tuckshop. (Multiplication and addition of columns) - To create and sequence a video, add sound effects, transitions and title/subtitles. iMovie – *much harder in Windows software*. Use all the main features in iMovie to make an effective short film with incorporates stills with movement, text, sounds and narration *or* create a simple video in Windows. - To be able to use two or more programmes to create a final piece of work. (e.g., edit a picture before inserting into a document). Create a video that then is incorporated into a presentation or edit a picture which might then be used as a background in a presentation etc.	- Use conditional sentences (when/then) to program objects (Kodu, Scratch) **Scratch** Phil Bagge – Gold Shape code-it.co.uk/goldshape/ Extension – Phil Bagge New Crab code-it.co.uk/goldgame/ **Rapid Router** level 51+ **Microbit** For Instance – Magic Button Activity **Light Bot** Additional levels not completed in Y5 which will reinforce learning **Cargo Bot** – Easy levels - As above but use mathematical expressions when constructing conditionals eg trigger winning when (If loops >5 then…) **Kodu** For instance a racing game with a timer **Scratch** For instance Coins (change machine) **Microbit –** For instance Die Roll and Compass activity - Be able to explain what a program might do and accurately predict the effect of changes *Print and annotate the code for a programming project and explain any changes made that make the program better*

Note – this should be customised for each school as exact activities will depend on the prior experiences of the children and the available equipment.

Education Durham