

Ovingham Middle School Subject Overview Year 6



Subject: ICT

Each column represents an approximate half term starting at 1 = September to October

	1	1.5	2	2.5	3	3.5	
Topic	E-Safety	Programming	Programming	Programming	Programming	Databases	
Areas of curriculum covered	<p>Pupils are taught about the dangers associated with social networks such as Facebook, Instagram and Snapchat. Pupils learn about the social networks, what they are used for, the positives and negatives of these systems as well as how to remain safe when using them.</p>	<p>Pupils are taught how to use the more advanced features of scratch and use these skills and resources to produce more complicated games and programs. Pupils learn about functions, arrays and interacting with hardware such as the Raspberry Pi and Arduino products. Pupils will use these skills to build a platform game, a point and click adventure game and a functioning game controller using the makey makey Arduino board.</p> <p>Pupils also learn about the design process used in software development and will follow through this process to design a game or program of their own that meets a design brief that the pupils develop themselves. Pupils will then evaluate their software and work in groups to consider future improvements for development.</p>	<p>Pupils are taught how to use the more advanced features of scratch and use these skills and resources to produce more complicated games and programs. Pupils learn about functions, arrays and interacting with hardware such as the Raspberry Pi and Arduino products. Pupils will use these skills to build a platform game, a point and click adventure game and a functioning game controller using the makey makey Arduino board.</p> <p>Pupils also learn about the design process used in software development and will follow through this process to design a game or program of their own that meets a design brief that the pupils develop themselves. Pupils will then evaluate their software and work in groups to consider future improvements for development.</p>	<p>Pupils are taught how to use the more advanced features of scratch and use these skills and resources to produce more complicated games and programs. Pupils learn about functions, arrays and interacting with hardware such as the Raspberry Pi and Arduino products. Pupils will use these skills to build a platform game, a point and click adventure game and a functioning game controller using the makey makey Arduino board.</p> <p>Pupils also learn about the design process used in software development and will follow through this process to design a game or program of their own that meets a design brief that the pupils develop themselves. Pupils will then evaluate their software and work in groups to consider future improvements for development.</p>	<p>Pupils are taught how to use the more advanced features of scratch and use these skills and resources to produce more complicated games and programs. Pupils learn about functions, arrays and interacting with hardware such as the Raspberry Pi and Arduino products. Pupils will use these skills to build a platform game, a point and click adventure game and a functioning game controller using the makey makey Arduino board.</p> <p>Pupils also learn about the design process used in software development and will follow through this process to design a game or program of their own that meets a design brief that the pupils develop themselves. Pupils will then evaluate their software and work in groups to consider future improvements for development.</p>	<p>Pupils are taught how to use the more advanced features of scratch and use these skills and resources to produce more complicated games and programs. Pupils learn about functions, arrays and interacting with hardware such as the Raspberry Pi and Arduino products. Pupils will use these skills to build a platform game, a point and click adventure game and a functioning game controller using the makey makey Arduino board.</p> <p>Pupils also learn about the design process used in software development and will follow through this process to design a game or program of their own that meets a design brief that the pupils develop themselves. Pupils will then evaluate their software and work in groups to consider future improvements for development.</p>	<p>Pupils are taught about databases, their uses and functions. Pupils will build a small database of information and learn about entering data and querying the data they have obtained.</p>

Please be aware that each class is unique and although the above planning will be followed as close as possible, at times, and with individual classes, we may deliver deeper, extended learning into a topic, move faster to another topic or go slower to make sure we have clarified learning.

If you are in any doubt or have any specific questions about this subject please contact the subject coordinator: Mr Kane