



At the end of year six I will know and remember...

### **Computer, Systems and Networks- Internet Communication**

- Identify how to use a search engine
- Describe how search engines select results
- Explain how search results are ranked
- Recognise why the order of results is important, and to whom
- Recognise how we communicate using technology
- Evaluate different methods of online communication

#### **Creating Media- Webpage Creating**

- Review an existing website and consider its structure
- Plan the features of a web page
- Consider the ownership and use of images (copyright)
- Recognise the need to preview pages
- Outline the need for a navigation path
- Recognise the implications of linking to content owned by other people

#### **Programming A- Variables in Games**

- Define a 'variable' as something that is changeable.
- Explain why a variable is used in a program.
- Choose how to improve a game by using variables.
- Design a project that builds on a given example.
- Use my design to create a project.
- Evaluate my project.