Computing skills progression Year

Year 6 Skills	
Unit	**Skills**
Virtual Reality	1. What virtual reality is and how it can be used to help people. 2. Add, move and resize objects in a virtual reality environment 3. Animate objects for realism. 4. Use code blocks to add movement (with grouping) and interactions (conditions). 5. Create multiple scenes of VR environment.
Image Editing	To edit a photo/image using an online editor including: – Take and crop a screenshot and learn about ratios. - Adjust the colours, brightness, contrast and filters. – Add drawing and text layers. – Import new images as layers and resize/add effects. – Save finished image to use in other projects.
Programming	Use an online Python editor to program in Python, including: – Write basic python syntax – Print text – Use Python as a calculator – Program loops to repeat text – Program interactive inputs
Artificial Intelligence	1. Understand how computers use information to learn by solving new problems and following new instructions. 2. Understand and use examples of machine learning. 3. Understand how artificial intelligence is used to perform tasks often only performed by humans. 4. Discuss and show awareness of potential dangers of AI.
Binary Code	Understand why computers/electronics use binary. – To convert binary code to denary numbers (decimal numbers) and visa versa.
Computers past and present	Design and create digital content to accomplish goals Use search technologies effectively and be discerning in evaluating digital content Understand how technology has changed over time and represent it as an interactive timeline. Understand the impact (positive/negative) technological changes have on society. Predict how technology will change in the future.
Website design	Use and combine a variety of software (including internet services) to design and create content that accomplishes given goals. Add and format text within a website.

	Organise sections and pages. Add and edit images. Include other features such as hyperlinks, buttons and files. Evaluate other websites and provide constructive feedback. Make necessary changes to the website based on feedback.