

Year 6	POS (Program of Study)	Software/Apps	Hardware
Term 1	<p>We are app planners – planning the creation of a mobile app</p> <ul style="list-style-type: none"> <li>• 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.</li> <li>• Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content.</li> <li>• 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.</li> <li>• Work with.... Various forms of input and output.</li> </ul>	<p>Software: App Inventor/ touchDevelop. Picasa Web, Google Drive Presentation or similar.</p> <p>Apps: Codea, TouchDevelop</p>	<p>Computers and tables or smartphones (can be done with a phone emulator)</p>
Term 2	<p>We are project managers – developing project management skills</p> <ul style="list-style-type: none"> <li>• Solve problems by decomposing them into smaller parts.</li> <li>• 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.</li> <li>• Use technology safely, respectfully and responsibly; recognise acceptable/ unacceptable behaviour, identify a range of ways to report concerns about content and contact.</li> <li>• Be discerning in evaluating digital content.</li> <li>• Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.</li> </ul>	<p>Software: Google Apps for Education/ VLE/ GitHub/ Basecamp</p> <p>Apps: Web browser (safari)</p>	<p>Laptop or desktop computers, internet access.</p>
Term 3	<p>We are market researchers – researching the app market</p> <ul style="list-style-type: none"> <li>• Select, use and combining a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and</li> </ul>	<p>Software: GoogleDrive applications/ Microsoft Office, Microsoft Windows, Movie Maker</p>	<p>Laptop, desktop computers, internet access.</p>

	<p>content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.</p> <ul style="list-style-type: none"> <li>• Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.</li> </ul>	<p>Apps: Web browser, Keynote, iMovie</p>	
Term 4	<p>We are interface designers – developing a simple mobile phone app</p> <ul style="list-style-type: none"> <li>• Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts.</li> <li>• Use sequence, selection, and repetition in programs; work with variables and various forms of input and output.</li> <li>• Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.</li> <li>• 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.</li> <li>• Be discerning in evaluating digital content.</li> <li>• Recognise acceptable/ unacceptable behaviour.</li> </ul>	<p>Software: Justinmind Prototyper/ Pencil Project/ Microsoft PowerPoint.</p> <p>App: SketchyPad or iMockups (pay-for apps)</p>	Laptop, desktop, tablets
Term 5	<p>We are app developers – developing a simple mobile phone app</p> <ul style="list-style-type: none"> <li>• Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts.</li> <li>• Use sequence, selection, and repetition in programs; work with variables and various forms of input and output.</li> <li>• Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.</li> <li>• 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</li> </ul>	<p>Software: App Inventor/ TouchDevelop</p> <p>Apps: TouchDevelop/ Codea</p>	Computers and tablets, smartphones, phone emulator

	content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.		
Term 6	<p>We are marketeers – creating video and web copy for a mobile phone app</p> <p>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.</p> <p>Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content.</p> <p>Select, use and combine a variety of software (including internet services) .... Design and create .... Content that accomplishes given goals, including collecting, analysing, evaluating and presenting.... Information.</p> <p>Use technology safely, respectfully and responsibly; recognise acceptable/ unacceptable behaviour; identify a range of ways two report concerns about content and contact.</p>	<p>Software: Microsoft Publisher, WordPress, Google Sites, Movie Maker and other programs chosen by the pupils</p> <p>Apps: Pages, WordPress, iMovie and other apps chosen by the pupils.</p>	Laptops, desktop computers, cameras.