Year 6	POS (Program of Study)	Software/Apps	Hardware
Term 1	We are app planners – planning the creation of a mobile app • 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. • Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content. • 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. • Work with…. Various forms of input and output.	Software: App Inventor/ touchDevelop. Picasa Web, Google Drive Presentation or similar. Apps: Codea, TouchDevelop	Computers and tables or smartphones (can be done with a phone emulator)
Term 2	We are project managers – developing project management skills • Solve problems by decomposing them into smaller parts. • 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. • Use technology safely, respectfully and responsibly; recognise acceptable/ unacceptable behaviour, identify a range of ways to report concerns about content and contact. • Be discerning in evaluating digital content. • Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.	Software: Google Apps for Education/ VLE/ GitHub/ Basecamp Apps: Web browser (safari)	Laptop or desktop computers, internet access.
Term 3	We are market researchers – researching the app market • Select, use and combing a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and	Software: GoogleDrive applications/ Microsoft Office, Microsoft Windows, Movie Maker	Laptop, desktop computers, internet access.

	content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information. • Use technology safely, respectfully and responsibly; recognise acceptable/ unacceptable behaviour; identify a range of ways to report concerns about content and contact.	Apps: Web browser, Keynote, iMovie	
Term 4	We are interface designers – developing a simple mobile phone app • Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts. • Use sequence, selection, and repetition in programs; work with variables and various forms of input and output. • Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs. • 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. • Be discerning in evaluating digital content. • Recognise acceptable/ unacceptable behaviour.	Software: Justinmind Prototyper/ Pencil Project/ Microsoft PowerPoint. App: SketchyPad or iMockups (pay-for apps)	Laptop, desktop, tablets
Term 5	We are app developers – developing a simple mobile phone app • Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts. • Use sequence, selection, and repetition in programs; work with variables and various forms of input and output. • Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs. • 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	Software: App Inventor/ TouchDevelop Apps: TouchDevelop/ Codea	Computers and tablets, smartphones, phone emulator

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