# Year 6 - Term 2 Computing Plan

| Topics | Area of computing | Objectives | Computing vocabulary |
|---|---|---|---|
| **Spreadsheet**<br>• Spreadsheet data table<br>• Sort and filter<br>• Validation (data checks)<br>• Using data lists<br>• Calculations<br>• Using a logical test<br>• Revision | ❖ Calculating<br>❖ Sorting<br>❖ Filtering<br>❖ Validating<br>❖ Simplifying<br>❖ Typing<br>❖ Planning<br>❖ Editing<br>❖ Deleting | **By the end of the topic students should be able to:**<br>▪ Store data in a structured table.<br>▪ Sort records into alphabetical order.<br>▪ Filter a data table to show selected data.<br>▪ Use validation to check for errors.<br>▪ Use lists to check for errors.<br>▪ Use lists to simplify data entry.<br>▪ Use spreadsheet formulas to do calculations.<br>▪ Use logical tests to produce results. | ➢ Data table<br>➢ Record<br>➢ Field<br>➢ Validation<br>➢ Filter<br>➢ Sort<br>➢ Primary key<br>➢ List validation<br>➢ Validation criteria<br>➢ Logical test<br>➢ Calculated field |
| **Computers in society**<br>• Introduction to gaming<br>• Introduction to game theory<br>• Planning and designing your game<br>• Testing your game<br>• Modifying your game<br>• Evaluating your game<br>• Revision | ❖ Typing<br>❖ Editing<br>❖ Planning<br>❖ Testing modifying<br>❖ Evaluating | **By the end of the topic students should be able to:**<br>▪ Know about different types of computer games.<br>▪ Know about game platforms<br>▪ Use Plan-Test-Modify-Evaluate cycles.<br>▪ Know about basic principles of game theory<br>▪ Know about different features of game design, including storyboard, characters, gameplay, graphics and goals. | ➢ Character<br>➢ Game<br>➢ Game theory<br>➢ Platform<br>➢ Gameplay<br>➢ Storyboard<br>➢ Graphics<br>➢ Console |