Computing Termly Plan - Year 6 Term 3

Topics	Area of Computing	Objectives	Computing Vocabulary
The internet Making a web page • Website design and content • Registering a website • Starting to build a web page. • Creating a column structure. • Adding an image. • Publishing a web page. • Revision.	❖ creating ❖ designing ❖ editing ❖ publishing	**By the end of the topic learners should:** ♣ Create a web page. ♣ Structure a web page using columns. ♣ Add images to a webpage. ♣ Add text to a web page. ♣ Add interactive features to a web page. ♣ Publish a web page	☺ website ☺ upload ☺ web hosting service ☺ creative commons ☺ publish ☺ domain names ☺ server ☺ webpage ☺ share bar ☺ CAPTCHA ☺ web builder ☺ copy right
Computers in society: Make a computer game • Introduction to gaming. • Introduction to game theory. • Planning and designing your game. • Testing your game. • Modifying your game. • Evaluating your game • Assessment	❖ typing ❖ editing ❖ planning ❖ testing ❖ modifying ❖ evaluating	♣ Know about different types of computer game. ♣ Know about game platforms. ♣ Know how to use Plan-Test-Modify-Evaluate cycles. ♣ Know about basic principles of game theory. ♣ Know about different features of game design, including storyboard, characters, gameplay, graphics and goals.	☺ character ☺ game ☺ game theory ☺ platform ☺ gameplay ☺ storyboard ☺ graphics ☺ console