Computing Year 6

Autumn 2

goIT

Key Vocabulary:

Design thinker – the process of creating a product from start to finish, ensuring it's right for the person who needs to use it

Iterative - doing something again and again, usually to improve it

Empathy - to be aware of the feelings of others and imagine what it might be like to be in their position

Stakeholder - a person, group or organization with a vested interest, or stake, in the decision-making and activities of a business, organization or project.

Ideate - to form or have an idea of; to imagine or conceive

Key Questions:

What are the different steps of design thinking?

What could an AI do to make today's jobs easier?

Key Facts:

People use design thinking to solve everyday problems.

Artificial Intelligence (AI) is the process giving computers the ability to do the same tasks humans can.

Curriculum pathway:

Reception:Use tools and techniques experimenting with colour, design, form and function

Year 1: Use technology safely and respectfully, keeping personal information private

Year 2: Use technology purposefully to create, organise, store, manipulate and retrieve digital content

Year 3: Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create

Year 4: Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create

Year 5: Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour

Year 6: Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour