

St Anthony of Padua Catholic Primary School

Computing Medium Term Plan – Year 6 – Summer 1– Coding Playground

Lesson	Driving Question	Activity	Assessment
1	Why it is critical children understand technology?	<ul style="list-style-type: none"> Download the Teacher's Handbook and Pupil's Journal. Install Keynote and Swift Playground apps. Distribute the Pupil's Journal to children. Introduce activity and organise the children into groups. Model using Keynote app. Have the children personalised the first pages of their journal. Class discussion about technology. The children can then complete the self-assessment slides. 	(DL) I understand the impact technology can have on my health, wellbeing and lifestyle. (Health wellbeing). (MS) I can create a consistent design for my presentation, and present to others. (IT) I can improve the quality and presentation of my work using editing and formatting techniques.
2	Who makes all the amazing apps on the App Store?	<ul style="list-style-type: none"> Introduce the lesson. Ask the children if they know what you mean by "digital careers" and can they give you examples? Model using Keynote. Have the children complete the tasks within the Pupil Journal. Discuss "What is the Internet?". Have the children complete the tasks within the Pupil Journal. Discuss the role of app developer. Have the children complete the tasks within the Pupil Journal. Introduce the children to the class project and the brief. Have the children complete the tasks within the Pupil Journal. The children complete any self-assessment slides. 	(CS) I understand how computer networks work, including the internet.
3	Can you create your own app? What is text based coding?	<ul style="list-style-type: none"> Introduce the lesson. Explain to the children that over the remaining three weeks the lessons will be divided into two halves. Remind the children of the brief and their market research from the previous lesson. Model using Keynote. Have the children complete the tasks within the Pupil Journal. Have the children produce an "App Layout Map" and create a name/logo for their app. Introduce the children to Swift Playground. Have the children screenshot their progress. The children complete any self-assessment slides. 	(CS) I can write a program using a text based programming language.
4	Can you storyboard? Can you master Swift Playground?	<ul style="list-style-type: none"> Introduce the lesson. Demonstrate Keynote. Have the children complete the tasks within the Pupil Journal. Have the children use Keynote to storyboard their app. Introduce the children to Swift Playground. Have the children screenshot their progress. The children complete any self-assessment slides. 	(IT) I can create a digital storyboard to plan a project or investigation.
5	Can you create a prototype? Can you master Swift Playground?	<ul style="list-style-type: none"> Introduce the lesson and the concept of prototypes. Show the children the example of a prototyped app in the Teacher's Handbook. Demonstrate Keynote. Have the children use Keynote to create page prototypes of their app. Introduce the children to Swift Playground. Have the children screenshot their progress. The children complete any self-assessment slides. 	(MS) I can collaborate to create digital content. (CS) I can use logical reasoning to detect and correct errors in algorithms and programs.
6	Can you present your app? Can you master Swift Playground?	<ul style="list-style-type: none"> Introduce the lesson. If needed allow children additional time to finish work from previous lessons. Ask the children to rehearse a presentation of their app. This can be recorded and included in their Pupil Journals. Introduce the children to Swift Playground. Have the children screenshot their 	(CS) I can test, debug and modify a program to improve it. (CS) Design, plan & create a complex programs.