



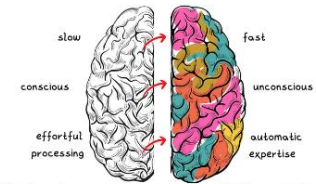
### Computing Knowledge Organiser

Year group: 6

Topic link:

Element of Computing:  
Coding/ digital literacy/ e-  
safety (digital citizenship)

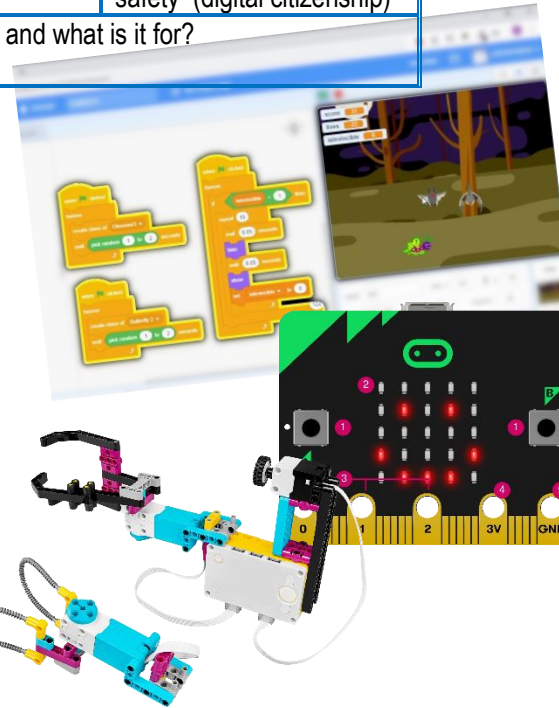
Key Question: What is a tech expo/ gaming expo and what is it for?



### Consolidation: Fourth Pillar Of Learning

#### Key Vocabulary

e-safety guidelines	e-Safety can also be called 'internet safety', 'online safety' or 'web safety'. e-Safety is often defined as the safe and responsible use of technology. This includes the use of the internet and also other means of communication using electronic media (eg text messages, gaming devices, email etc).
Advertising material	Materials designed to advertise a product or service. Can come in the form of posters/ flyers/ brochures/ manuals. Can be in tangible or digital forms. Should provide buyers with info on product.



#### Mediums and Resources



My outcome will be

To continue plan a game/ app/ piece of tech to showcase at an exhibition – creating advertising material and e-safety guidelines

What key knowledge will I have by the end of this journey?

What advertising material needs to accompany my project?

How to ensure that my project meets current e-safety guidelines

How to consolidate all of my prior learning into one project

What key skills will I have by the end of this journey?

Ability to select a piece of software suited to creating my advertising needs.

Ability to code a game/ app/ device that uses all my prior learning

Ability to publish (using appropriate software) accompanying e-safety guidelines for my project.

#### Links to previous and future learning

In Year 3 Be able to logon using personal logins	In year 4 Create a wiki document with an element of online collaboration	In Year 5 Draw and design using art software	In year 6 Consolidate prior learning through a project
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