Y6 Computing N2K – Creating Media
Autumn 2

Concepts

Information Technology

Use technology purposefully to create, organise, store, manipulate and retrieve digital content.

Digital Literacy

Recognise common uses of information technology beyond school. Use search engines effectively. Use technology safely, respectfully and responsibly.

Key Skills

- To review an existing website and consider its structure.
- To plan the features of a web page.
- To consider the ownership and use of images (copyright).
- To recognise the need to preview pages.
- To outline the need for a navigation path.
- To recognise the implications of linking to content owned by other people.

Enquiry Questions

- What makes a good website?
- How would you lay out your web page?
- Copyright or copyWRONG?
- How does a web page look on different devices?
- How would you lay out and navigate hyperlinks?



Key Vocabulary

website - A collection of interlinked web pages, stored under a single domain.
web page - A HTML document viewed using a web browser.
browser - A program used to view, navigate, and interact with web pages.
multimedia - A digital example of communication e.g. text, images, audio, video.
Hypertext Markup Language (HTML) - A standardised language used to define the structure of web pages.
copyright - Protecting a piece of work from being copied and used by others.
fair use - Using digital services and media under agreed arrangements.
home page - A base web page for a website, usually used as a starting point for others to navigate the whole website.
digital device - A computer or a device with a computer inside that has been programmed for a specific task.
breadcrumb trail - Help the user keep track of where they have been on a website or helps them find where they need to go if they get lost.
Hyperlink - Text or media that when clicked, takes the user to another specified location (URL).
URL - The address of a file on the internet.