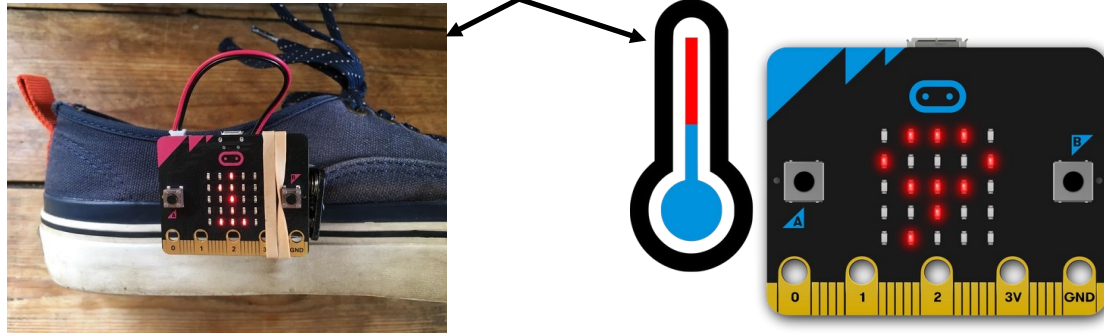# Year 6: Computing and Online Safety

Understanding Algorithms.

Following on from your learning in Year 4, you will be using the **Micro:bit** for more **complex programming** in Year 6. Remember, a Micro:bit is a **pocket-sized computer** that allows you to understand how hardware and software work together. It has an **LED light display**, **buttons**, **sensors** and many **input/output** features that, when programmed, let it interact with you and your world.

You will be **coding** your way through a range of projects, which will increase in **level**, **coding language** and **Micro:bit features**. These projects include **Sensitive Step Counter, Compass North, Nightlight, Jukebox, Fahrenheit Thermometer and Tilt Alarm**. These projects will allow you to see how the Micro:bit can be used in **real life** situations. You will be **applying your computing skills** to investigations that allow you to convert centigrade readings to Fahrenheit or count the steps you do in an allocated period of time!

Managing Information Online

How do **gender stereotypes** shape our experiences online?

Gender stereotypes are oversimplified ideas about how women and men are or should be. These ideas or beliefs are often part of our **culture**, and it can be easy for any of us to be **influenced** by them.

They can come from many places, including the people in our lives, like our family, friends, and **community**. They also often come from the **digital media** that we see online, such as from YouTube, Netflix, online magazines, music, and social media.

A **bias** is an unfair belief about a person or group based on a stereotype. Everyone deserves a **chance** to figure out what works for them, regardless of **bias** or **stereotypes**!

CRC Article 29: All children have the right to be the best that they can be.
CRC Article 19: All children have the right to be safe.

RIGHTS RESPECTING SCHOOLS

Vocabulary

algorithm	A simple set of instructions used in coding.
applying	To bring or put skills and qualifications to good use, e.g., applying computing skills.
bias	An unfair belief about a person based on a stereotype.
coding	The process of writing computer programs.
coding language	The vocabulary and language that is associated with writing computer programs.
community	A group of people sharing the same place or characteristics.
complex	To have an increase in difficulty.
culture	The ideas and usual beliefs of a group of people or society.
digital media	Media that can be viewed, created or edited on a digital electronic device.
Fahrenheit	A unit of measure given to the recording of temperature.
gender	A range of characteristics relating to masculinity or femininity or being male and female.
gender stereotypes	Ideas about how males or females should act or behave.
influence	Having an effect on someone or something.
Micro:bit	A pocket-sized computer that allows you to use a coding program.
programming	A series of coded software instructions to control the computer's operator.
sensors	A device which detects, measures and records the instructions given.
thermometer	A device used to measure temperature.