	Computing Subject Knowledge Organiser		
SFET South Farnham Educational Trust	Autumn Term	Year 6	Strands covered: Computer Science/Information Technology – App Development

What prior knowledge should students have?

- Knowledge and experience using a Computational Thinking Model to develop algorithms to solve a given problem.
- Experience designing and designing algorithms.
- Design Technology Link: Identifying a problem, researching existing products, developing and evaluating a product.

Key Vocabulary

Key Vocabulary	Definition
App	A software application that is designed to run on a mobile device, such as a smartphone or tablet.
Algorithm	A set of instructions that a computer follows to perform a task.
User interface	The way that a user interacts with an app, such as through buttons, menus, and text fields.
Target audience	The group of people who are most likely to use an app.
Pitch	A presentation that is used to sell an idea to others.

What skills will students learn? (Disciplinary Knowledge)

- Problem-solving: Identifying and solving problems related to app development, such as technical challenges or user experience issues.
- Creativity: Coming up with new and innovative ideas for apps.
- Communication: Presenting app plans to others, and collaborating with others to develop apps.
- Organisation: Managing the different components of an app project, such as the planning, development, and testing phases.

What key knowledge will be taught? (Substantive Knowledge)

- Identifying the different features and capabilities of smartphones and tablets.
- Analysing the features and functionality of existing apps, and identifying areas where new apps could be improved.
- Developing a detailed plan for an app, including the app's purpose, features, and target audience.
- Presenting the app plan to a panel of judges and answering their questions.

Online Safety

- Children learn about the importance of using technology safely, respectfully, and responsibly. They learn about acceptable and unacceptable behaviour online, and they learn how to report concerns about content and contact.
- Children learn about the different ways to report harmful material and behaviour online including the different organisations that can be contacted.