

ASSESSMENT END POINTS

COMPUTING



Dedicated to Excellence

By the end of ...	Knowledge End Points	Curriculum Links
EYFS	<p>Using Technology:</p> <ul style="list-style-type: none">✓ Operate mechanical toys and equipment, and begin to use technology for a purpose. <p>Uses of IT beyond school:</p> <ul style="list-style-type: none">✓ Talk about some of the IT uses in their own home.✓ Know how technology is used in school and outside of school.	<p><i>Understanding of the World – Technology</i> <i>Children recognise that a range of technology is used in places such as home and schools. They select and use technology for particular purposes.</i></p>

Years 1 and 2	<p>Algorithms:</p> <ul style="list-style-type: none"> ✓ Create a series of instructions and plan a journey for a programmable toy. ✓ Understand that algorithms are used on digital devices. <p>Create Programs:</p> <ul style="list-style-type: none"> ✓ Create, store and retrieve digital content. ✓ Write a simple program and test it. <p>Reasoning:</p> <ul style="list-style-type: none"> ✓ Predict what the outcome of a simple program will be (logical reasoning). <p>Using Technology:</p> <ul style="list-style-type: none"> ✓ Use a website and a camera. ✓ Record sound and play back. ✓ Understand that programs require precise instructions. ✓ Organise, retrieve and manipulate digital content. <p>Uses of IT beyond school:</p> <ul style="list-style-type: none"> ✓ Talk about some of the IT uses in their own home. ✓ Know how technology is used in school and outside of school. <p>Safe Use:</p> <ul style="list-style-type: none"> ✓ Use technology safely. ✓ Keep personal information private. ✓ Know where to go for help if concerned. 	<p><i>Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions.</i></p> <p><i>Create and debug simple programs.</i></p> <p><i>Use logical reasoning to predict the behaviour of simple programs.</i></p> <p><i>Use technology purposefully to create, organise, store, manipulate and retrieve digital content.</i></p> <p><i>Recognise common uses of information technology beyond school.</i></p> <p><i>Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.</i></p>
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<p>Years 3 and 4</p>	<p>Create Programs:</p> <ul style="list-style-type: none"> ✓ Write programs that accomplish specific goals. ✓ Give an 'on-screen' robot specific instructions that takes them from A to B. <p>Develop Programs:</p> <ul style="list-style-type: none"> ✓ Design a sequence of instructions, including directional instructions. ✓ Experiment with variables to control models. <p>Reasoning:</p> <ul style="list-style-type: none"> ✓ Discern when it is best to use technology and where it adds little or no value. ✓ Make an accurate prediction and explain why they believe something will happen (linked to programming). <p>Networks:</p> <ul style="list-style-type: none"> ✓ Navigate the web to complete simple searches. ✓ Know how to search for specific information and know which information is useful and which is not. <p>Search Engines:</p> <ul style="list-style-type: none"> ✓ Use a range of software for similar purposes. ✓ Collect and present information. ✓ Select and use software to accomplish given goals. <p>Using Programs:</p> <ul style="list-style-type: none"> ✓ Understand what computer networks do and how they provide multiple services. ✓ Produce and upload a podcast. 	<p><i>Design, write and debug programs; solve problems by decomposing them into smaller parts.</i></p> <p><i>Use sequence, selection, and repetition in programs.</i></p> <p><i>Explain how some simple algorithms work and to detect and correct errors in algorithms and programs.</i></p> <p><i>Understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration.</i></p> <p><i>Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content.</i></p> <p><i>Select and use a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including presenting data and information.</i></p> <p><i>Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.</i></p>
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Safe Use:

- ✓ Use technology respectfully and responsibly.
- ✓ Know different ways they can get help if concerned.
- ✓ Recognise acceptable and unacceptable behaviour using technology.

Years 5 and 6	<p>Create Programs:</p> <ul style="list-style-type: none"> ✓ Use technology to control an external device. ✓ Write a program that combines more than one attribute. <p>Develop Programs:</p> <ul style="list-style-type: none"> ✓ Develop a program that has specific variables identified. ✓ Develop a sequenced program that has repetition and variables identified. <p>Reasoning:</p> <ul style="list-style-type: none"> ✓ Analyse and evaluate information reaching a conclusion that helps with future developments. ✓ Design algorithms that use repetition and 2-way selection. <p>Search Engines:</p> <ul style="list-style-type: none"> ✓ Understand how search results are selected and ranked. ✓ Be aware that some search engines may provide misleading information. <p>Using Programs:</p> <ul style="list-style-type: none"> ✓ Combine sequences of instructions and procedures to turn devices on and off. ✓ Present the data collected in a way that makes it easy for others to understand. <p>Safe Use:</p> <ul style="list-style-type: none"> ✓ Understand that they have to make choices when using technology and that not everything is true and/or safe. 	<p><i>Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts.</i></p> <p><i>Use sequence, selection, and repetition in programs; work with variables and various forms of input and output.</i></p> <p><i>Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.</i></p> <p><i>Understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration.</i></p> <p><i>Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content.</i></p> <p><i>Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.</i></p> <p><i>Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.</i></p> <p><i>Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content.</i></p>
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