COMPUTING

End Point measures Y1 to Y6

Year Group	End Points
Year 1	• Understand what algorithms are and create own simple code in 2Code and with BeeBots • Use logical reasoning to predict the behaviour of simple programs • Work out what is wrong with a program and fix it • Use 2Count to create pictograms • Sort digital content • Make ebooks, change the size and colour of font, add sound and moving pictures • Recognise common uses of information technology beyond school with a focus on the home • Use technology safely and respectfully, • Know to keep personal information private • Name people they can speak to if they see something that upsets on the Internet
Year 2	• Understand what algorithms are and create a series of instructions and plan a journey for a programmable toy • Create and debug simple programs • Create a simple game on 2Code and debug any coding errors • Use logical reasoning to predict the behaviour of simple programs. • Create digital music using 2Sequence • Create and use a simple branching database • Create digital art focussing on different artists • Recognise common uses of information technology in and outside school • Use technology safely and respectfully • Know and explain how to keep personal information private • Name people they can speak to if they see something that upsets on the Internet
Year 3	• write programs using coding that accomplishes specific goals • discern when it is best to use technology and where it adds little or no value e.g. spreadsheets • navigate the web to complete simple searches • use a range of software for similar purposes • Gather, research and present information using Google slides • understand what computer networks do and how they provide multiple services using Google drive • use technology respectfully and responsibly • Know different ways they can get help if concerned in the context of gaming
Year 4	• give an 'on-screen' robot specific instructions that takes them from A to B • experiment with variables to control models • make an accurate prediction of computer code and explain why they believe something will happen (linked to programming) • know how to search for specific information and know which information is useful and which is not • select and use software for animation to accomplish given goals • recognise acceptable and unacceptable behaviour online and how it can leave a digital footprint
Year 5	• Design, write and debug programs and algorithms that accomplish specific goals, including controlling or simulating physical systems • Use sequence, selection and repetition in programs • work with variables and various forms of input and output. • Understand computer networks, including the internet and how they can provide multiple services • Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content • Select, use and combine a variety of software to achieve a given goal

	- Use technology safely, respectfully and responsibly; recognise acceptable/ unacceptable behaviour - Identify a range of ways to report concern about content and contact.
Year 6	- Design, write and debug more advanced programs and algorithms that accomplish specific goals, including controlling or simulating physical systems - solve problems by decomposing them into smaller parts. - Use sequence, selection and repetition in programs - work with variables and various forms of input and output. - Understand computer networks, including the internet and the opportunities they offer for communication and collaboration. - Use a variety of search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content. - Select, use and combine a variety of software (including internet services) on a range of digital devices to accomplish given goals - Use technology safely, respectfully and responsibly - Recognise acceptable/ unacceptable behaviour - identify a range of ways to report concern about content and contact.