

Year 1 End of Year Computing Expectations

Working at the Expected Standard (EXP):

Pupil(s) are confidently and independently able to apply their knowledge:

- Recognise common uses of information technology in the home and school environment. (Digital Literacy)
- Use technology purposefully to create digital content. (Information Technology)
- > Understand where to go for help and support when he/she has concerns about content or contact on the internet or other online technologies. (Online -Safety)
- > Predict the behaviour of simple programs. (Computer Science)
- Understand what algorithms are and how they are implemented on digital devices. (Computer Science)



Year 2 End of Year Computing Expectations

- Recognise common uses of information technology beyond school. (Computers)
- > Use technology purposefully to create, organise, store, manipulate and retrieve digital content. (Information Technology)
- Use technology purposefully to create digital content comparing the benefits of different programs. (Information Technology)
- ➤ Use technology safely and keep personal information private. (Online-Safety)
- Use logical reasoning to predict the behaviour of simple programs. (Computer Science)
- Create simple programs. (Computer Science)
- Create and debug simple programs. (Computer Science)
- Debug simple programs by using logical reasoning to predict the actions instructed by the code. (Computer Science)
- Understand that programs execute by following precise and unambiguous instructions. (Computer Science)



Year 3 End of Year Computing Expectations

- Recognise familiar forms of input and output devices and how they are used. (Computer Science)
- Make efficient use of familiar forms of input and output devices. (Computer Science)
- > Understand that computer networks enable the sharing of data and information. (Digital Literacy)
- ➤ Understand that the internet is a large network of computers and that information can be shared between computers. (Digital Literacy)
- ➤ With support select and use a variety of software to accomplish goals. (Information Technology)
- Use technology safely and respectfully, keeping personal information private.
 (Online-Safety)
- Use technology safely and recognise acceptable and unacceptable behaviour.
 (Online-Safety)
- ➤ Use simple search technologies. (Information Technology)
- ➤ Use simple search technologies and recognise that some sources are more reliable than others. (Information Technology)
- Design, write and debug programs that control or simulate virtual events. (Computer Science)



Year 4 End of Year Computing Expectations

- Use other input devices such as cameras or sensors. (Computer Science)
- Understand what servers are and how they provide services to a network. (Digital Literacy)
- With support select and use a variety of software on a range of digital devices. (Information Technology)
- With support select, use and combine a variety of software on a range of digital devices to accomplish given goals. (Information Technology)
- ➤ Use technology responsibly and understand that communication online may be seen by others. (Online-Safety)
- Understand where to go for help and support when he/she has concerns about content or contact on the internet or other online technologies. (Online-Safety)
- Understand how results are selected and ranked by search engines. (Information Technology)
- Decompose programs into smaller parts. (Computer Science)
- Use logical reasoning to detect and correct errors in algorithms and programs.
 (Computer Science)
- > Select, use and combine a variety of software, systems and content that accomplish given goals. (Computer Science)



Year 5 End of Year Computing Expectations

- Begin to use internet services to share and transfer data to a third party. (Digital Literacy)
- ➤ Independently select and use appropriate software for a task. (Information Technology)
- ➤ Independently select, use and combine a variety of software to design and create content for a given audience. (Information Technology)
- Understand the need to only select age appropriate content. (Online -Safety)
- Use filters in search technologies effectively. (Information Technology)
- ➤ Use filters in search technologies effectively and appreciates how results are selected and ranked. (Information Technology)
- Design, input and test an increasingly complex set of instructions to a program or device. (Computer Science)
- ➤ Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems. (Computer Science)
- Design, write and test simple programs that follow a sequence of instructions or allow a set of instructions to be repeated. (Computer Science)
- Design write and test simple programs with opportunities for selection, where a particular result will happen based on actions or situations controlled by the user. (Computer Science)



Year 6 End of Year Computing Expectations

- Understand how computer networks enable computers to communicate and collaborate. (Digital Literacy)
- Begin to use internet services within his/her own creations to share and transfer data to a third party. (Digital Literacy)
- ➤ Independently select, use and combine a variety of software to design and create content for a given audience, including collecting, analysing, evaluating and presenting data and information. (Information Technology)
- Design and create a range of programs, systems and content for a given audience.
 (Information Technology)
- ➤ Independently select, use and combine a variety of software to collect, analyse, evaluate and present data and information. (Information Technology)
- Use technology respectfully and responsibly. (Online Safety)
- Identify a range of ways to report concerns about content and contact in and out of school. (Online -Safety)
- Be discerning when evaluating digital content. (Information Technology)
- Use filters in search technologies effectively and is discerning when evaluating digital content. (Digital Literacy)
- ➤ Include use of sequences, selection and repetition with the hardware used to explore real world systems. (Computer Science)