Computing

By the end of Year 1

- know that an algorithm is a set of instructions.
- be able to write their own simple algorithm
- be able to make a good attempt and predicting what will happen after reading some code.
- be able to enter data and images to a spreadsheet
- be able to name, save and retrieve work that they have created on PurpleMash.
- be able to access online resources such as 2Code and 2Count.
- know what is meant by technology and can name a variety of examples.
- recognize the kind of information that is private and know not to share it on the internet

By the end of Year 2

- create a simple program which has a specific goal
- be able to debug simple programs
- be able to identify and explain what different events do in a piece of code.
- use questions to sort and classify items
- create their own digital media (a picture using 2Paint)
- be able to retrieve information by using a search engine
- be able to use a range of media when creating digital content (text, photos)
- understand the implications of inappropriate online searches
- know that they should report inappropriate content to a trusted adult

By the end of Year 3

- be able to experiment with timers and repetition within their coding
- identify errors in their code and then fix them
- create a table of data using a spreadsheet
- use two hands when typing on a keyboard
- be able to open, respond to and attach files to emails
- understand that not all information found via search engines is true or accurate
- be able to present data and information using 2Question
- understand the importance of having a secure password and not sharing these with others
- understand the term 'cyberbullying' and the negative impact this can have on others

By the end of Year 4

- write a program that accepts keyboard input
- create a program that uses an IF/ELSE statement as part of the coding
- create a program that uses a variable
- read a set of instructions and make a prediction for what will happen when using Logo.

- recognise the main component parts of a desktop computer.
- understand the function, features and layout of a search engine
- use a spreadsheet to model a real-life situation
- be able to discuss the importance of balancing screen time with other aspects of their lives

<div align="center">Curriculum End Points UPKS2</div>

By the end of Year 5

- be able to deconstruct their coding into manageable parts.
- combine sequence, selection and repetition into their coding.
- use a spreadsheet to model a real-life situation and can come up with solutions that can be practically applied
- have knowledge of the 5 SMART rules and how these can help keep them safe online
- be able to create their own databases.
- design, create and evaluate their own game using 2DIY3D
- use 2Design to make a 3D model
- create a letter using a template on Google Docs

By the end of Year 6

- design and make a more complex program when coding
- use functions within their coding
- be able to explain the difference between the World Wide Web and the internet.
- know what a LAN and WAN is
- create a blog with a specific purpose.
- be able to identify more discreet inappropriate behaviours that can occur online.
- be able to discuss the value in preserving their privacy online.
- have created a range of digital content with differing purposes (text adventures, blogs, quizzes)