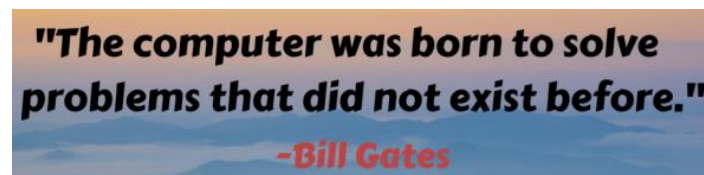
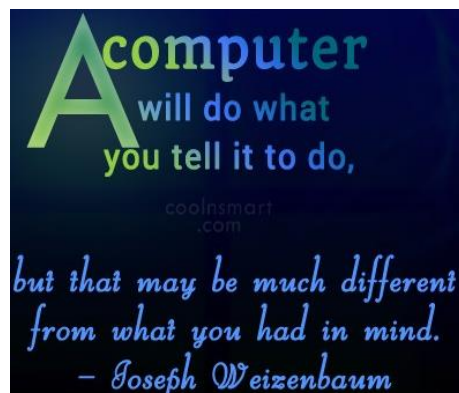




Ready to Progress Computing



At Gawber, we use formative assessment to check the knowledge and vocabulary that children acquire in their learning. Below are the key summative statements for each area of computing.

 Computer Science	Computer Science
<u>EYFS</u>	• Children can make a device move e.g. a beebot • Children can make simple choices about the buttons and icons they press, touch or click on. • Children can follow instructions as part of a practical activity and game • Children, with adults help, debug instructions when things go wrong.
<u>Year 1</u>	• Children understand that an algorithm is a set of instructions used to solve a problem or achieve an objective.

	• They know that a computer program turns an algorithm into code that the computer can understand • Children can work out what is wrong with a simple algorithm when the steps are out of order. • Children can write their own simple algorithm. • Children know that an unexpected outcome is due to the code they have created and can make logical attempts to fix the code. • When looking at a program, children can read code one line at a time and make good attempts to envision the bigger picture of the overall effect of the program.
<u>Year 2</u>	• Children can explain that an algorithm is a set of instructions to complete a task. • When designing simple programs, children show an awareness of the need to be precise with their algorithms so that they can be successfully converted into code. • Children can create a simple program that achieves a specific purpose. • They can also identify and correct some errors • Children's program designs display a growing awareness of the need for logical, programmable steps. • Children can identify the parts of a program that respond to specific events and initiate specific actions. For example, they can write a cause and effect sentence of what will happen in a program
<u>Year 3</u>	• Children can turn a simple real-life situation into an algorithm for a program by deconstructing it into manageable parts. • Children can identify an error within their program that prevents it following the desired algorithm and then fix it. • Children demonstrate the ability to design and code a program that follows a simple sequence. • Children explore timers to achieve repetition effects in their programs. • Children are beginning to understand the difference in the effect of using a timer command rather than a repeat command when creating repetition effects • Children's designs for their programs show that they are thinking of the structure of a program in logical, achievable steps and absorbing some new knowledge of coding structures. • Children can list a range of ways that the Internet can be used to provide different methods of communication.

	Children can use some of these methods of communication, e.g. being able to open, respond to and attach files to emails using 2Email. They can describe appropriate email conventions when communicating in this way.
<u>Year 4</u>	- When turning a real-life situation into an algorithm, the children's design shows that they are thinking of the required task and how to accomplish this in code using coding structures for selection and repetition. - Children make more intuitive attempts to debug their own programs. - Children's use of timers to achieve repetition effects are becoming more logical and are integrated into their program designs. - They understand 'IF statements' for selection and attempt to combine these with other coding structures including variables to achieve the effects that they design in their programs - Children's designs for their programs show that they are thinking of the structure of a program in logical, achievable steps and absorbing some new knowledge of coding structures. For example, 'IF' statements, repetition and variables. - Children can trace code and use step-through methods to identify errors in code and make logical attempts to correct this. - Children recognise the main component parts of hardware which allow computers to join and form a network. - Children's ability to understand the online safety implications associated with the ways the Internet can be used to provide different methods of communication is improving
<u>Year 5</u>	- Children may attempt to turn more complex real-life situations into algorithms for a program by deconstructing it into manageable parts. - Children are able to test and debug their programs as they go and can use logical methods to identify the approximate cause of any bug but may need some support identifying the specific line of code. - Children can translate algorithms that include sequence, selection and repetition into code with increasing ease and their own designs show that they are thinking of how to accomplish the set task in code utilising such structures.

	• Children are combining sequence, selection and repetition with other coding structures to achieve their algorithm design • When children code, they are beginning to think about their code structure in terms of the ability to debug and interpret the code later, e.g. the use of tabs to organise code and the naming of variables • Children understand the value of computer networks but are also aware of the main dangers. • Children recognise what personal information is and can explain how this can be kept safe. • Children can select the most appropriate form of online communications contingent on audience and digital content, e.g. 2Blog, 2Email, Display Boards
<u>Year 6</u>	• Children are able to turn a more complex programming task into an algorithm by identifying the important aspects of the task (abstraction) and then decomposing them in a logical way using their knowledge of possible coding structures and applying skills from previous programs. • Children test and debug their program as they go and use logical methods to identify the cause of bugs, demonstrating a systematic approach to try to identify a particular line of code causing a problem. • Children translate algorithms that include sequence, selection and repetition into code and their own designs show that they are thinking of how to accomplish the set task in code utilising such structures, including nesting structures within each other. • Children's coding displays an improving understanding of variables in coding, outputs such as sound and movement, inputs from the user of the program such as button clicks and the value of functions. • Children are able to interpret a program in parts and can make logical attempts to put the separate parts of a complex algorithm together to explain the program as a whole • Children understand and can explain in some depth the difference between the internet and the World Wide Web. • Children know what a WAN and LAN are and can describe how they safely access the internet in school



Information
Technology

Information Technology

EYFS

- Children can move and sort objects on a screen
- Children can create shapes using a computer and / or iPad
- Children can write their name on a device using the keyboard
- Children can find and use an app to create a piece of digital art
- Children can use technology to show their learning
- Children represent data through pictograms
- Children participate in group searches led by the teacher

Year 1

- Children are able to sort, collate, edit and store simple digital content
- Children can name, save and retrieve their work
- Children can follow simple instructions to access online resources on Purple Mash

Year 2

- Children demonstrate an ability to organise data using, for example, a database such as 2Investigate
- Children can retrieve specific data for conducting simple searches.
- Children are able to edit more complex digital data such as music compositions within 2Sequence.
- Children are confident when creating, naming, saving and retrieving content.
- Children use a range of media in their digital content including photos, text and sound.

Year 3

- Children can carry out simple searches to retrieve digital content.
- Children understand that to do this, they are connecting to the internet and using a search engine such as Purple Mash search or internet-wide search engines.
- Children can collect, analyse, evaluate and present data and information using a selection of software
- Children can consider what software is most appropriate for a given task.

	Children can create purposeful content to attach to emails
<u>Year 4</u>	- Children understand the function, features and layout of a search engine. - Children can appraise selected webpages for credibility and information at a basic level. . - Children are able to make improvements to digital solutions based on feedback. - Children make informed software choices when presenting information and data. Create linked content using a range of software such as 2Connect and 2Publish+. Children share digital content within their community, i.e. using Virtual Display Boards.
<u>Year 5</u>	- Children search with greater complexity for digital content when using a search engine. - Children are able to explain in some detail how credible a webpage is and the information it contains. - Children are able to make appropriate improvements to digital solutions based on feedback received and can confidently comment on the success of the solution. E.g. creating their own program to meet a design brief using 2Code. - Children can objectively review solutions from others. - Children are able to collaboratively create content and solutions using digital features within software such as collaborative mode. - Children are able to use several ways of sharing digital content, i.e. 2Blog, Display Boards and 2Email.
<u>Year 6</u>	- Children readily apply filters when searching for digital content. - Children are able to explain in detail how credible a webpage is and the information it contains. - Children can compare a range of digital content sources and are able to rate them in terms of content quality and accuracy. - Children use critical thinking skills in everyday use of online communication. - Children make clear connections to the audience when designing and creating digital content. - Children design and create their own blogs to become a content creator on the internet, e.g. 2Blog. - Children are able to use criteria to evaluate the quality of digital solutions and are able to identify improvements, making some refinements.

 Digital Literacy	Digital Literacy
<u>EYFS</u>	• Children can ask an adult when they want to use the internet and they understand why they do this • Children can talk about the amount of time they spend using devices and what they use them for • Children can talk to an adult when something unexpected or worrying happens when using the internet • Children can handle devices carefully
<u>Year 1</u>	• Children understand what is meant by technology • Children can identify a variety of examples of technology both in and out of school. • Children can make a distinction between objects that use modern technology and those that do not e.g. a microwave vs. a chair. • Children understand the importance of keeping information, such as their usernames and passwords, private and actively demonstrate this in lessons. • Children take ownership of their work and save this in their own private space such as their My Work folder on Purple Mash.
<u>Year 2</u>	• Children can effectively retrieve relevant, purposeful digital content using a search engine. • Children can apply their learning of effective searching beyond the classroom. • Children make links between technology they see around them, coding and multimedia work they do in school e.g. animations, interactive code and programs. • Children know the implications of inappropriate online searches. • Children begin to understand how things are shared electronically such as posting work to the Purple Mash display board.

	• Children develop an understanding of using email safely by using 2Respond activities on Purple Mash • Children know ways of reporting inappropriate behaviours and content to a trusted adult.
<u>Year 3</u>	• Children demonstrate the importance of having a secure password and not sharing this with anyone else. • Children can explain the negative implications of failure to keep passwords safe and secure. • Children understand the importance of staying safe. • Children understand the importance of their conduct when using familiar communication tools such as 2Email in Purple Mash. • Children know more than one way to report unacceptable content and contact
<u>Year 4</u>	• Children can explore key concepts relating to online safety using concept mapping such as 2Connect. • Children can help others to understand the importance of online safety. • Children know a range of ways of reporting inappropriate content and contact.
<u>Year 5</u>	• Children have a secure knowledge of common online safety rules • Children can apply this knowledge by demonstrating the safe and respectful use of a few different technologies and online services. • Children implicitly relate appropriate online behaviour to their right to personal privacy and mental wellbeing of themselves and others.
<u>Year 6</u>	• Children demonstrate the safe and respectful use of a range of different technologies and online services. • Children identify more discreet inappropriate behaviours through developing critical thinking, e.g. 2Respond activities. • Children recognise the value in preserving their privacy when online for their own and other people's safety.