COMPUTING END POINTS

Reception	I know I can use technology to find information online. I can use a device to interact with age-appropriate computer. I can play with beebots and can explore how to make them move by inputting instructions. I can use a range of devices.
Year 1	**Computing systems and networks** To identify a computer and its main parts, switching it on and logging on. To be able to save work and open work from a file. **Multimedia** To use technology to write changing font type, solar and size. To explore digital art using a range of online tools. **Data and information** To use technology to collect and group data. **Programming** To understand what algorithms are and to plan specific instructions.
Year 2	**Computing systems and networks** To understand and explain how information technology benefits us and is used in our lives. **Multimedia** To use technology to take and edit photos. To create and compare compositions music digitally and non-digitally. **Data and information** To understand the term 'data' and to use technology to purposefully create, organise, store, manipulate and retrieve digital content. **Programming** To understand and know how to create and debug simple programs.
Year 3	**Computing systems and networks** To explore how digital devices can be connected and explain the role of a switch, server, and wireless access point in a network. **Multimedia** To combine text, graphics and sound in desktop publishing to suit different purposes. To explore a range of techniques to create a stop-frame animation using tablets. **Data and information** To collect and present information in a branching database. To explore the use of yes/no questions to gain an understanding of what attributes are and how to use them to sort groups of objects. **Programming** To explore the links between events and actions and to use a wider range of commands that can be used to write more complex algorithms.
Year 4	**Computing systems and networks** To explain the function of networks including the internet. **Multimedia** To use text, photo and sound editing tools to enhance my work. To use an input device (microphone) and output devices (speaker or headphones) to work with sound digitally. **Data and information** To collect and organise data and use it to answer questions. To know how to use data loggers. **Programming** I can use a variety of tools to create a program using Scratch and simplify a programme when needed.
Year 5	**Computing systems and networks** To understand and know how sharing information online lets people in different places work together between systems and devices. **Multimedia** To capture video using a digital device and improve it through reshooting and editing. To create a vector drawing by combining shapes and using the appropriate tools to achieve a desired effect. **Data and information**

	To know how to use a database to ask and answer real-world questions. **Programming** To use a variety of tools and conditions to create a program using Scratch and simplify a programme when needed. To use physical computing to explore and understand the concept of selection in programming through the use of the Crumble programming environment. To be able to decompose a problem into smaller parts to design an algorithm for a specific outcome and use this to write a program.
Year 6	**Computing systems and networks** To identify the benefits and negatives of digital communication. **Multimedia** To design and create a web page including inserting hyperlinks. To use technology to insert and manipulate shapes to design a 3D model. **Data and information** To use formula to complete calculations to answer questions on the data entered. **Programming** To use complex algorithms to write programs which can be transferred to physical outputs (Crumbles). To be able to analyse and debug complex algorithms.