

Expectations of our EYFS:

By the end of the EYFS, our children are confident with using technology for a range of tasks, they show independence, resilience and perseverance in the face of challenge. This includes: the taking and sharing of photos of their learning, recording observations and being able to use Google Earth to locate specific places - allowing them to see the world from their own classroom. The children will confidently use a QR code to log into Seesaw - our Online Learning Journey - to add their own photos, videos and text. They will know and be able to talk about the different factors that support their overall health and wellbeing in terms of online safety. Through helping the children develop these skills, our EYFS learners are using technology to help achieve many of the Early Learning Goals and will contribute to them becoming confident in computing.

Expectations of Year 1 in computing

By the end of Year 1 our children are developing their computational thinking and problem solving skills within computing. Within Computer Science they are experiencing digital algorithms in action and are starting to try and debug them. Within Information Technology they are using the internet to search for information and developing their skills in word processing. Within Digital Literacy, they understand the importance of passwords and know what to do when they come across something that worries them.

Expectations of Year 2 in computing

By the end of Year 2 our children are secure in their computational thinking and problem solving skills within the Year 2 computing curriculum. Within Computer Science, they are using digital algorithms in action and are able to debug them when needed. Within Information Technology, they are using the internet to search for information and can share this using their word processing skills. Within Digital Literacy, they can discuss the importance of passwords and know what to do when they come across something that worries them.

Expectations of Year 3 in computing

By the end of Year 3 our children are starting to think more about how computers and networks work and are developing their knowledge of how websites and videos are shared online. They are starting to become more creative with their computing skills by taking photos and recording videos to tell a story and are developing their skills with editing these. They are also starting to understand why information on the internet may not always be true.

Expectations of Year 4 in computing

By the end of Year 4 our children can explain what a network is and understand that they provide multiple services. They can explain how websites and videos are shared online. They can present content in a variety of creative ways using music, sounds, text and transitions when editing. They know that information on the internet is not always true and can use their knowledge to find more trustworthy sources.

Expectations of Year 5 in computing

By the end of Year 5 our children are attempting to construct and debug more complex algorithms to make a program more efficient. They are developing their Internet searching skills to help find relevant information and are developing their programming skills to attempt to create new programs, music and animations. They are thinking more about possible issues that can arise online and are starting to consider the effects of their screen time for their physical and mental wellbeing.

Expectations of Year 6 in computing

By the end of Year 6 our children are able to construct and debug more complex algorithms to make a program more efficient. They are efficient when searching for information online and can find the most relevant and trustworthy sources of information. They are able to use their programming skills to create new programs, music and animations and can edit these ready for digital presentation. They understand the possible issues that can arise online and know how to stay safe online. They know the effects of their screen time for their physical and mental wellbeing and consider their digital footprint and online reputation when online.