St Mary's CE (VA) Primary School		Assessment of Computing Skills					
Area of Study	**Reception**	**Year 1**	**Year 2**	**Year 3**	**Year 4**	**Year 5**	**Year 6**
E Safety including e-mails	Speak to an adult about what they have seen online	Use technology safely Know to keep personal information private Identify where to go for help or support when they have concerns	Understand how to keep personal information private Use technology safely and respectfully Identify where to go for help or support when they have concerns about content or contact on the Internet or other online technologies	Use technology safely and respectfully Recognise acceptable and unacceptable behaviour online	Use technology safely and respectfully Recognise acceptable and unacceptable behaviour online	Use technology safely, respectfully and responsibly Know where they can access support regarding unacceptable behaviour online incidents.	Use technology safely, respectfully and responsibly Identify a range of ways to report concerns about content and contact
Communicating / Presentation.	Use a digital device to take a photograph Understand the purpose of and experiment with hardware such as cameras, computers, ipads, voice recorders etc Write their name using a keyboard	Use technology purposefully to create an animated story book.	Use technology purposefully to create, store and retrieve digital content. Manipulate and organise digital content and information.	Use a publishing tool to create a poster or a leaflet Create a presentation using powerpoint	Create a presentation with transitions, sound and images using powerpoint. Create a Stop Motion animation.	Create a film for school website on a topical subject Incorporating filming techniques, sound effects and music.	Create a non- linear presentation that includes sound, animation, video and buttons to navigate. Consider design principles, make independent choices about the best media to use considering needs of the audience and the impact the

							presentation will have.
	Use a simple paint programme with increasing mouse control

Create an image relating to a topic covered in class and add a title

Draw a self- portrait or character.

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| **Algorithms and Programs** | Use a range of control toys and devices

Make the bee bots move across a map or course. | Understand what algorithms are.

Know that commands affect algorithms.

Create and debug a simple program. | Understand what algorithms are and how they are implemented as programs on digital devices.

Know that commands affect algorithms and that programs execute by following precise and unambiguous instructions.

Debug a program with repeat and timer commands. | Design/write a simple program to achieve a specific goal.

Use logical reasoning to explain how some simple algorithms work | Design/write a simple program to achieve a specific goal.

Debug a program that uses if/else statements.

Use logical reasoning to explain how some simple algorithms work

Solve problems by decomposing them into smaller parts | Design, write and debug programs to achieve a specific goal.

Simulate a physical system.

Use logical reasoning to explain how algorithms work and to detect and correct errors in algorithms and programs | Design, write and debug programs to achieve a specific goal.

Use logical reasoning to explain how algorithms work and to detect and correct errors in algorithms and programs

Introduce variables. |

			Use logical reasoning to predict the behaviour of simple programs.				
Data retrieving and organising			Create graphs from data collected Use a database and use search tools	Create a graph from a database Create simple branching database, identify objects, question to classify data	Enter data into a spreadsheet to create a graph.	Use a spreadsheet to: Convert unit of measurements; model a real-life problem; plan a cake sale; use the count tool to answer hypotheses; create simple formulae.	Use spreadsheets in a real-life situation to investigate probability, calculate discounts/final e.g. prices in a sale, plan how to spend pocket money, plan a school charity day.
Using technology – reinforce across the curriculum.	Recognise a range of technology that is used in places such as homes and schools Access and use simple activities using touch technology with increasing control	Recognise common uses of information technology beyond school	Save work to a folder and retrieve it when needed. Capture a digital image, retrieve and manipulate.	Use technology to suit a particular purpose. Navigate the internet. Find relevant information by browsing a menu. Search by keyword, using a child friendly search engine. Bookmark a page into favourites	Use a range of digital devices and combine a variety of software. Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content	Download a document and save it to a computer or given device. Decide which sections are appropriate to copy and paste from a variety of web pages	Understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration