

Year 1 Assessment-

Technology around us	
	Identify technology around them
	Log in to desktop/laptop
	Begin to understand the function of a mouse
	Begin to understand the function of a keyboard
	Save and open files
	Identify rules to keep us safe using computers.
Creating media- Digital painting	
	To make marks using tools
	Use line tools
	Use shape tools
	Explain different tools functions
	Change size and colour of brush independently
	Compare painting on computer and paper (identify differences)
Creating media- Digital Writing	
	Identify and find keys on a keyboard
	Enter text and numbers into a computer
	Identify function of backspace and space bar
	Edit text using toolbar (Bold, Italic, Underline)
	Select text using mouse (double click, click and drag)
	Explain how to edit text
	Compare writing on a computer and paper (identify differences)
Data and Information (grouping data)	
	Label and match objects to groups
	To count and group objects
	Identify an objects properties
	Explain how objects have been grouped
	To compare and record objects in a group
	Group objects to answer questions
Programming A – Moving a robot	
	Identify outcome of a command
	Identify function of Beebot buttons
	Generate clear instructions
	Move Beebot forwards and backwards
	Predict outcome of a sequence
	Move a Beebot left and right
	Create a program
	Debug a program (correct their mistakes)
	Plan a program
Programming B- Introduction to Animation	
	Move a sprite using a command
	Block a series of commands
	Identify effect of changing values
	Explain that each sprite has its own instructions
	Choose appropriate backgrounds to suit project (Pirates)
	Create an algorithm (unplugged)
	Program blocks to create algorithm

Y2 Assessment

Computing systems and networks- IT around us	
	Identify examples of computers
	Identify uses of IT in school
	Identify uses of IT beyond school
	Identify benefits of IT
	Discuss how to use IT safely
	Identify how and when to use IT differently
Creating media – Digital Photography	
	Take photos use a digital device
	Take photos in landscape and portrait format
	Discuss how to take a good photo
	Review and improve photos
	Edit an image using tools
	Compare real and edited photos
Creating Media – Making Music	
	Describe how music makes us feel
	Identify patterns in music
	Use a computer to alter pitch
	Create a musical pattern (melody) Using a computer
	Create music for a purpose
	Identify and improve work
Data and information- Pictograms	
	Compare objects using tally charts
	Enter data on a computer
	Create a pictogram on a computer
	Compare and arrange objects
	Explain what data is showing
	Collect data
	Create a block diagram
	Give examples of why information should not be shared
Programming A- Robot algorithms	
	Identify a sequence (set of instructions)
	Use a sequence to program beebot
	Predict outcome of a sequence
	Design algorithms for purpose
	Create algorithms to meet a goal
	Chunk a program (decomposition)
	Debug parts of a program
	Merge parts of a program
Programming B- An introduction to quizzes	
	Run a program
	Change the outcome of a sequence of commands
	Build a sequence of blocks
	Create a program based on a design
	Design program to meet a goal
	Identify and improve program based on design

Y3 Assessment

Computing systems and networks – Connecting computers	
	Identify process
	Identify digital devices
	Identify input devices
	Identify output devices
	Identify functions of network components
	Explain benefits of a network
Creating media- Animation	
	Explain an animation as sequence of drawings or pictures
	Make a simple stop-frame animation
	Plan an animation
	Create a stop-frame animation
	Review and improve animation
	Add additional media
	Evaluate impact of adding additional media
Creating media- Desktop publishing	
	Identify advantages and disadvantages of using text and images
	Edit text for purpose
	Create a template for purpose
	Add content to a desktop publishing application
	Choose a layout to suit purpose
	Identify benefits of desktop publishing
Data and information _ Branching databases	
	Generate yes/no questions to sort objects
	Identify object attributes to collect data
	Create a branching database
	Explain why it is helpful for a branching database to be well structured
	Use a branching database to identify objects
	Compare two ways of presenting information (pictogram and a branching data base)
Programming A -Sequence in music	
	Identify objects in scratch
	Create a program following a design
	Explain that objects respond exactly to the code
	Order notes in a sequence
	Build a sequence of commands
	Implement algorithm as code
Programming B- Events and actions	
	Explain the relationship between events and actions
	Move a sprite In 4 directions
	Apply extension blocks
	Design features of a project
	To identify bugs and debug a program
	Justify design choices

Year 4 Assessment

Computing systems and networks- The internet	
	Describe how a network is connected
	Identify differences between web pages and websites
	Describe how to access WWW
	Identify how to add content to the WWW
	Identify rules to protect content (copyright)
	Explain why some information may not be honest, accurate or legal
Creating media- Audio Editing	
	Discuss inputs and outputs needed to play and record audio
	Use a digital device to record sound
	Save a digital recording as a file
	Edit sections of an audio recording
	Combine different types of audio
	Edit and improve digital recording
Creating media- Photo editing	
	Explain that images can be changed
	Change the composition of an image
	Identify changes made to an image
	Edit an image using retouching tools
	Identify positive and negative effects of retouching
	Combine images
	Evaluate impact of image
Data and information- Data logging	
	Use a data set to answer questions
	Use a digital device to collect data automatically
	Identify data points
	Use a computer program to sort data
	Use a data logger to collect data
	Explain the benefits of using a data logger
Programming A – Repetition in shapes	
	Explain the effect of changing the value in a command
	Test algorithms in a text-based language
	Explain what 'repeat' means
	Use a count-controlled loop
	Predict outcome of a count-controlled loop
	Create snippets (decomposed programs)
	Create a program using count-controlled loops
Programming B- Repetition in games	
	Predict outcome of a snippet
	Modify loops to produce an outcome
	Explain the outcome of a repeated action
	Explain the effect of changes to a loop
	Design a project that includes repetition
	Create a project using repetition

Year 5 Assessment

Computing systems and networks- Sharing information	
	Describe a computer systems inputs, processes and outputs
	Identify tasks managed by computer systems
	Explain how data is transferred over networks
	To send information over the internet
	Compare working online to working offline
	Evaluate different ways of working together
Creating media- Vector drawing	
	Recognise how vector drawings are made
	Move and resize objects
	To use tools within google drawings
	Use layering to create an image
	Group and ungroup objects
	Compare vector and freehand drawings
Creating media- video editing	
	Explain that a video is a visual media format
	Use a digital device to record a video
	Capture video using a range of techniques
	Choose filming techniques to suit purpose
	Explain how to improve video
	Recognises how choices effect final outcome
Data and information- Flat File databases	
	Use data cards to answer questions (unplugged)
	Explain a field and record is in a database
	Outline how grouping and sorting data allows us to answer questions
	Outline how 'AND' and 'OR' can be used to refine data selection
	Explain the benefits of using a computer to create graphs
	Answers questions using set parameters
Programming A- selection in physical computing	
	Create a simple circuit
	Design sequences that use count-controlled loops
	Program a microcontroller to respond to an input
	Identify the condition and action in a project
	Identify a real-world example of a condition starting an action
	Test and debug their project
Programming B- selection in quizzes	
	Identify conditions in a program
	Identify conditional statements and their outcomes
	Explain that program flow can branch according to a condition
	Identify the outcome of user input in an algorithm
	Test a program
	Extend program

Year 6 Assessment

Computing systems and networks- Communication	
	Identify how to use a search engine
	Explain why we need tools to find things online
	Explain that search results are ordered
	Recognise limitations of search engines
	Choose methods of communication to suit purpose
	Compare different methods of communication
Creating Media- 3D modelling	
	Use a computer to create and manipulate 3D digital objects
	Identify how graphical objects can be modified
	To construct a 3D model of a physical object
	Group a digital 3D shape and a placeholder to create a hole in an object
	Modify multiple 3D objects
	Evaluate and modify a model
Creating Media – Web page creation	
	Identify different types of media used on websites
	Recognise common features of a web page
	Describe what is meant by the term 'Fair use'
	Add content to own web page
	Describe why navigation paths are useful
	Explain the implication of linking to content owned by others.
Data and information- Spread sheets	
	Explain relevance of data headings
	Build data set in a spreadsheet application
	Construct a formula in a spreadsheet
	Apply formulas to data
	Use a spreadsheet to answer questions
	Produce a graph to present data
Programming A – variables in games	
	Identify examples of variable information
	Identify a program variable as a placeholder
	Decide where in a program to change a variable
	Create algorithms for a purpose
	Test code that has been written
	Extend game using more variables
Programming B-sensing	
	Test program using an emulator
	Determine the flow of program using selection
	Use a condition to change a variable
	Use operand in an if, then statement
	Design a project using inputs and outputs on a controllable device
	Develop a project using inputs and outputs on a controllable device