

# Year 1 - Year 6 End Points

1	Topic 1: An introduction to computing (DL)	Topic 2: Grouping and Sorting (CS) Topic 3: Pictograms (IT)	Topic 4: Following and creating instructions (CS)	Topic 5: Create a story on-screen (IT)	Topic 6: Technology in the real world (DL)	Topic 7: An introduction to coding (CS)
Y1 End Points	Login safely How to find saved work Start to add pictures and text How to open, save and print Understand the importance of logging out	Sort items using a range of criteria  Use a pictogram to record the results of an experiment	To follow and create simple instructions on the computer To consider how the order of instructions affects the result To use the direction keys	Add animation to a story Add sound to a story Add backgrounds	Find examples where technology is used	Use code to make a computer program Understand what an object and actions are Understand what an event is Use an event to control an object
2	Topic 1: Online safety (DL) Topic 2: Searching the Internet (DL)	Topic 3: Spreadsheets (IT)	Topic 4: Coding (CS)	Topic 5: Sorting and representing data (IT)	Topic 6: Presenting ideas (IT)	Topic 7: Creating digital artwork (IT)
Y2 End Points	Understand how we should talk to each other in an online situation Identify the steps that can be taken to keep personal data and hardware secure Create a leaflet to help someone search for something on the internet	How to copy and paste Use the totalling tools Perform money calculations Collect data and produce a graph	Understand what an algorithm is Create a computer program using an algorithm Debug simple programs	Construct a binary tree to identify items Use a database to answer search questions	Explore how ideas can be presented in different ways	Learn the key functions of a paint program

3	Topic 1: Online safety (DL)	Topic 3: Spreadsheets (IT)	Topic 4: Coding (CS)	Topic 5: Micro:bits (CS)	Topic 7: Branching databases (IT)	Topic 9: Using PowerPoint (IT)
	Topic 2: An introduction to email (DL)			Topic 6: Touch Typing (IT)	Topic 8: Representing data (IT)	
Y3 End Points	<p>To know what makes a safe password</p> <p>To consider the truth of the content of websites</p> <p>To learn about the meaning of age restrictions symbols on digital media and devices</p>	<p>To use the symbols more than, less than and equal to, to compare values</p> <p>Collect data and produce a variety of graphs</p> <p>Know how to locate a cell using cell references</p>	<p>Understand what a flowchart is and how flowcharts are used in computer programming</p> <p>Select the right type of timer for a purpose</p> <p>Use the repeat command</p>	<p>To understand micro:bit is a tiny computer which needs code to make it work</p> <p>To recognise the key inputs and outputs such as accelerometer and LED display</p> <p>To create code that generates sound outputs based on different movement gestures</p>	<p>Complete a branching database</p> <p>Create a branching database</p>	<p>Create a page in a presentation</p> <p>Add media, animations and timings to a presentation</p>
	<p>Open and respond to an email</p> <p>Learn how to use email safely</p> <p>Add an attachment to an email</p>			<p>Understand the correct way to sit at the keyboard</p> <p>Learn how to use the home, top and bottom row keys</p> <p>Practise typing with the left and right hand</p>	<p>Present the results of an investigation in graphic form</p>	

4	Topic 1: Searching the Internet (IT)	Topic 2: Parts of a computer (CS)	Topic 4: Coding (CS)	Topic 5: Coding with Logo (CS)	Topic 6: Font and text formatting using different programs (IT)	Topic 7: Animations (IT)
		Topic 3: Artificial Intelligence (IT)				Topic 8: Creating digital music (IT)
Y4 End Points	To locate information on the search results page Use search effectively to find information Assess whether an information source is true and reliable	Recall the different parts that make up a computer	Understand how an IF statement works Understand the 'repeat until' command Understand how an IF/ELSE statement works	Learn the structure of the coding language or Logo Use the Repeat function Build procedures in Logo	Explore how font size and style and affect the impact of a text	Know how animations are created by hand Compare handmade animations with those created on a computer Add backgrounds and sounds
		To learn what is meant by the term artificial intelligence To be clear about ways artificial intelligence is used in our everyday lives To consider the future of artificial intelligence To look at how artificial intelligence is used in music and the arts to create things	Understand what a variable is in computer programming			Electronically compose a piece of music

5	Topic 1: Online Safety (DL)	Topic 2: Databases (IT)	Topic 4: Coding (CS)	Topic 5: Creating a computer game (CS)	Topic 6: Micro:bits (CS)	Topic 7: Computer aided design (IT)
		Topic 3: Spreadsheets (IT)				Topic 8: Word processing (IT)
<b>Y5 End Points</b>	Review sources of support when using technology and what responsible behaviour looks like Know appropriate and inappropriate text, photos and videos and the impact of sharing them online	Search for information in a database Contribute to a class database Create a database around a chosen topic  Use formulae within a spreadsheet for conversions and to calculate area and perimeter of shapes Use a spreadsheet to model a real-life problem	Begin to simplify code Create a playable game Begin to understand what a function is and how they work Understand different variable types and how they are used differently	Plan a game Design and create the game environment To self and peer evaluate	To use inputs from the accelerometer to execute programs To incorporate conditional logic in programs using IF/THEN coding structures To use the sensors of the micro:bit to set the values of variables and trigger action in the programs To use the micro:bit to create simulations	Begin to use the skills of computer aided design Explore the effect of moving points when designing Design a 3D model to fit certain criteria  Add and edit images Use word wrap with images and text Use tables to present information Introduce templates

6	Topic 1: Spreadsheets (IT)	Topic 2: Creating a quiz for younger children (IT)	Topic 3: Coding (CS)	Topic 4: Coding to make an adventure game (CS)	Topic 5: Understanding computer networks (CS)	Topic 6: An introduction to binary coding (CS)
						Topic 7: Writing a weblog (DL)
<i>Y6 End Points</i>	Navigate and enter data into cells Introduce some basic data formulae in Excel for %, averages and max/min numbers Create a variety of graphs in Excel Apply spreadsheet skills to solving problems	Create a picture based quiz for younger children Make a quiz that requires the player to search a database	Design a playable game with a timer and a score Use functions and understand why they are useful Use flowcharts to create and debug code	Make a story based adventure Use written plans to code a map-based adventure	Know what the internet consists of Find out what a LAN and WAN are Find out how the Internet is accessed in school	Examine how whole numbers are used as a basis for representing all types of data in digital systems Understand that binary represents numbers using 1s and 0s and these represent the on and off electrical states respectively in hardware and robotics Identify the purpose of writing a blog Understand how to write a blog and a blog post

DL = Digital literacy; CS = Computer science; IT = Information technology