Computing - Curriculum End Points

Concepts	End of Y4 pupils will know and demonstrate	End of Y6 pupils will know and demonstrate
Multimedia: Text, Image, Sound and Motion	● To be able to plan and create an animation. ● To be able to adjust pictures and images for a purpose, including changing the colouring and lighting.	● To be able to plan and create animation, using software to add sound. ● To be able to select and use a variety multimedia tools confidently.
Handling Data	● To be able to present data in different ways, understanding different types of data. ● To be able to create spreadsheets using simple formulae.	● To be able to create spreadsheets for a given purpose, using more complex formulae. ● To be able to interpret data, including spotting mistakes.
Technology in our Lives	● To be able to use a search engine. ● To know that not all websites are reliable sources of information. ● To use a variety of layout features when producing documents.	● To be able to use a search engine effectively, understanding how results are generated. ● To be able to explain how computer networks work. ● To be able to ensure consistency across documents produced.
Coding and Programming	● To be able to write a programme using a variety of functions. ● To be able to test programmes and suggest improvements.	● To be able to design a game using a variety of functions. ● To be able to test and debug programmes, improving where appropriate.
Online Safety	● To be able to act appropriately and respectfully online. ● To know how to keep personal information private. ● To be able to deal with online bullying appropriately.	● To be able to identify online risks and why they are dangerous. ● To be able to report inappropriate content and contact.