



The Raleigh Primary School

End of Year Milestones

What must children achieve in Computing in order to be ready for next year?

Reception:

- Children can control motion through simple commands, using Bee Bots and a mouse
- Children can add basic text and images to a screen
- Children can experiment with an art package
- Children know that the SMART rules keep them safe online
- Children can sort items, developing the skills of classification of data

Year 1:

- Children can control motion, for example by defining number of steps and direction
- Children can set the pen colour and shape while using Paint
- Children know the SMART rules and begin to understand online risks
- Children can use a range of applications and devices to communicate ideas
- Children know how to and classify practically and can begin to present data

Year 2:

- Children begin to change the features of an object on screen
- Children can select sounds and alter their volume
- Children can control when drawings appear and set the pen colour, size and shape while creating an illustrated ebook
- Children know how to create a simple programme
- Children know how to use email safely
- Children can represent data using a pictogram, chart or bar graph

Year 3:

- Children can use specified screen coordinates to control movement
- Children can control the shade of pens when drawing
- Children know how to use IF THEN conditions to control events or objects
- Children can utilise degrees of a turn when controlling objects
- Children can create conditions for actions by waiting for a user input
- Children know how to contribute to blogs that are moderated by teachers
- Children can give examples of risks posed by online communications
- Children know how online services, e.g. networks, operate
- Children can use online tools to present work to the class
- Children are familiar with the library system and are aware that the system collects data on books within the school



Year 4:

- Children can use specified screen coordinates to control movement
- Children can create and edit sounds
- Children can understand the term 'copyright'
- Children know how to present ideas, work and messages professionally while creating a blog
- Children know how to devise and construct databases using applications designed for this purpose, for example on Purple Mash

Year 5:

- Children can specify types of rotation, giving the number of degrees
- Children know how to change the position of objects between screen layers, e.g. by sending to back
- Children can upload sounds from a file and edit them
- Children can collaborate with others online on sites approved and moderated by teachers
- Children know how to minimise risk and report problems when working independently online
- Children can name different variables when coding
- Children know that copyright applies to a range of media such as games and music
- Children can understand the effect of online comments and show responsibility and sensitivity when online
- Children know how to construct and manipulate data using Excel

Year 6:

- Children can carefully select sounds that relate to particular scenes and emotions within their videos to create a bespoke video project
- Children know how to incorporate a scoring element when controlling events or objects when coding
- Children know how to check the accuracy of online information
- Children are aware of privacy issues when using the internet
- Children can choose the most suitable applications and devices when communicating with others
- Children can be discerning when evaluating digital concepts
- Children can use a spreadsheet to calculate profit and loss during the Young Apprentice project