Hunslet Moor Primary School

Computing End Points

By the end of KS1 children will be able to demonstrate their knowledge/skill of;

Digital Literacy

● Opening, saving and closing a file.

● Understanding the purpose of specific keys on a keyboard such as 'Enter ' or 'Shift'

● Simple formatting processes involving text.

Computer Science (Computer Systems and Networks/Programming)

● Identifying technology and its main parts.

● Handling technology safely, turning it on and off.

● Understanding how information technology benefits us and the positive impact in can have on us as individuals.

● Knowing how to create and debug simple programs.

● Knowing what an algorithm is.

Information Technology (Handling Data/Multimedia)

● Using technology to take and edit photos.

● Using technology to create artwork in the forms of Music and Painting

● Using technology to write, changing font type and size.

● Using technology to collect and group data.

By the end of KS2 children will be able to demonstrate their knowledge/skill of;

Digital Literacy

● Choosing an appropriate Graph type to present data

● Using formulae to solve calculations

● Formatting a page to an appropriate layout including inserting ad editing tables

● Formatting text to suit a purpose

● Publishing documents online regularly and discuss audience and purpose.

● Sharing a document in relevant spaces

● Spell checking documents

Computer Science (Computer Systems & Networks/Programming)

● The function of networks including the internet.

● How digital devices can be connected and can explain the role of a switch, server, and wireless access point in a network.

● Identify the benefits and negatives of digital communication.

● Sharing information online and understanding its benefits within further education and the workplace

● Using a variety of tools to create a program.

● Writing complex algorithms with a wide range of commands.

● Using complex algorithms to write programs which can be transferred to physical outputs (Crumbles).

● Analysing and debugging complex algorithms.

● Evaluating digital content.

Information Technology (Handling Data/Multimedia)

● Capturing a video using a digital device and improve it through reshooting and editing.

● Creating a vector drawing by combining shapes and using the appropriate tools to achieve a desired effect.

● Creating a web page including inserting hyperlinks.

● Using text, photo and sound editing tools to enhance work.

● Using technology to insert and manipulate shapes to design a 3D model.

● Recognising that not all images are real.

● Combining text, graphics and sound in desktop publishing to suit different purposes.

● Knowing how to use data loggers.

● Collecting and present information in various databases.

● Collecting and organising data and using it to answer questions.

● Using formula to complete calculations to answer questions on the data entered.

● Using a database to ask and answer real-world questions.

Curriculum End points for Online Safety

● Children at HMPS will understand how to recognise and form appropriate online relationships

●Children at HMPS will be able to recognise, report and challenge online bullying

●Children at HMPS will learn the importance of positive self image and identity in an online community.

●Children will be able to safely manage online information questioning its reliability, source and purpose.

●Children understand how to look after their own health and well-being online.

●Children can ensure their own privacy and security is paramount when engaging in online communities and platforms.

●Children understand and can articulate the basic principles of Copywrite and Ownership.