Computing

	Algorithms	E-Safety	Databases	Word Processing	Hardware and Software	Computer aided design (CAD)
Year 5	Pupils can describe an algorithm. Pupils can create simple algorithms using premade block coding. Pupils can identify and correct basic errors in their coding.	Pupils are able to highlight basic e-safety knowledge such as how to keep safe on the internet, the age restrictions for assorted communication apps and identify suitable organisations that can utilise for help and support.	Pupils are able to create simple spreadsheets and accurately input data. Pupils are able to use assorted formulas to manipulate the data they have inputted	Pupils to be able to accurate type using a standard QWERTY keyboard. Pupils can use shift/Alt to access all main keyboard characters.	Pupils to be able to explain the difference between the terms hardware and software.	Pupils can identify 2D and 3D shapes and the differences between them. Pupils can use a range of tools on selected software to create a range of 3D shapes.
Year 6	Pupils can create more complex algorithms using premade block coding. Pupils can identify and correct errors in their coding. Pupils can use basic HTML coding to create coloured backgrounds.	Pupils are able to highlight basic e-safety knowledge such as how to keep safe on the internet, the age restrictions for assorted communication apps and the work of CEOP and the NSPCC.	Pupils are able create simple spreadsheets and accurately input data. Pupils are also able to add hyperlinks to show extra external information and use assorted formulas to manipulate the data they have inputted. Pupils to be able to recognise that data can be displayed in different ways depending on the purpose of it.	Pupils to be able to accurate type using a standard QWERTY keyboard. Pupils can use shift/Alt to access all main keyboard characters.	Pupils to be able to explain the difference between the terms hardware and software and give examples of internal hardware.	Pupils can identify 2D and 3D shapes and the differences between them. Pupils can use a range of tools on selected software to create a range of 3D shapes Pupils can design suitable sprites to meet a purpose or theme.
Year 7	Pupils can create webpages using HTML coding, pupils	Pupils are able to highlight basic e-safety knowledge	Pupils can create complex spreadsheets on both	Pupils to be able to accurate type using a standard QWERTY	Pupils to be able to confidently explain the difference	Pupils are able to recreate a hand drawn image using

	are able to identify errors in their coding. Pupils are able to plan and create a series of multiple algorithms to work in unison to allow a computer game to function correctly.	such as how to keep safe on the internet, the age restrictions for assorted communication apps. Pupils can identify the importance of keeping personal data private and the impact of a digital footprint.	Excel and Google Sheets and accurately input data into them. Pupils can then effectively use filters to help sort data. Pupils are able to extract appropriate data from databases for use on a variety of ways.	keyboard. Pupils to be able to use keyboard shortcuts effectively. Pupils can use shift/Alt to access all main keyboard characters.	between software and hardware. Pupils to be able to give examples of hardware and explain its role within a computer.	suitable CAD software. Pupils are able to experiment with a range of tools and identify ways to complete complex designs
Year 8	Pupils can use a variety of HTML code to create and design websites for a specific purpose. Pupils are able to add images, videos and assorted other features dependant on the selected topic.	Pupils are able to highlight basic e-safety knowledge such as how to keep safe on the internet, the age restrictions for assorted communication apps. Pupils can identify the importance of keeping personal data private and the impact of a digital footprint.	Pupils can create complex spreadsheets and accurately input data into them. Pupils can then effectively use filters to help sort data. Pupils are able to extract appropriate data from databases for use on a variety of ways. Pupils are able to utilise	Pupils to be able to accurate type using a standard QWERTY keyboard. Pupils to be able to use keyboard shortcuts effectively. Pupils can use shift/Alt to access all main keyboard characters.	Pupils to be able to confidently explain the difference between software and hardware. Pupils to be able to give examples of hardware and explain its role within a computer. Pupils can visually identify the difference main components.	Pupils are able to recreate a hand drawn image using suitable CAD software. Pupils are able to experiment with a range of tools and identify ways to complete complex designs