Butler's Hill Computing End Goals

End Goals Computing
EYFS
Our aim in teaching computing is to foster pupils curiosity about the world around them. By the end of EYFS, pupils should be able to recognise that a range of technology is used at home and in school and show an understanding of its purpose. Understand what a computer is and the different uses of computers e.g. learning, communicating, finding information, playing games etc. Pupils should be able to operate simple equipment by inputting commands on a tablet or iPad using finger control or buttons on a remote control device e.g. Bee Bot. Pupil's should be able to complete an age-appropriate computer programme making choices about the tools they use e.g. 2Paint a picture.
KS1
Our aim in teaching computing is to embed and build on learning from EYFS. By the end of KS1, pupils should know the implications of inappropriate online searches. Pupils begin to understand how things are shared electronically such as posting work to the Purple Mash display board. They develop an understanding of using email safely by using 2Respond activities on Purple Mash and know ways of reporting inappropriate behaviours and content to a trusted adult. Pupils can effectively retrieve relevant, purposeful digital content using a search engine. They can apply their learning of effective searching beyond the classroom. They can share this knowledge, e.g. 2Publish example template. Pupils will make links between technology they see around them, coding and multimedia work they do in school e.g. animations, interactive code and programs. Pupils demonstrate an ability to organise data using, for example, a database such as 2Investigate and can retrieve specific data for conducting simple searches. They are able to edit more complex digital data such as music compositions within 2Sequence. Pupils are confident when creating, naming, saving and retrieving content. They use a range of media in their digital content including photos, text and sound. Pupils will be able to explain that an algorithm is a set of instructions to complete a task. When designing simple programs, pupils show an awareness of the need to be precise with their algorithms so that they can be successfully converted into code. They can create a simple program that achieves a specific purpose. They can also identify and correct some errors, e.g. Debug Challenges: Chimp. Their program designs display a growing awareness of the need for logical, programmable steps.