

Park End Primary School

Computing

End Point Assessments

End Point Assessments for Computing

Subject	Computing
Coverage	EYFS to Year 6
Key aims	This document signifies the key learning children will be assessed against and need to progress.



Computing End Point Assessments Overview

The end point assessments are organised by year group and strand. They support curriculum sequencing, teacher planning, assessment and subject leadership review

By the end of EYFS, children will:

- Use simple technology (interactive whiteboard and programmable toys) confidently and independently.
- Follow and create simple sequences of instructions.
- Program a floor robot to complete simple routes.
- Predict, test and improve simple programs.
- Develop early computational thinking through sequencing, problem solving and logical thinking.
- Talk about what they have done using simple computing vocabulary.

Year 1 Computing End Point Assessments

 Computing Systems & Networks	 Programming	 Data Handling	 Online Safety	 Creating Media
• Use a range of digital devices confidently. • Identify the main parts of a computer. • Log on and save work with support. • Use a mouse, keyboard and touchscreen accurately. • Understand that computers follow instructions.	• Understand that an algorithm is a set of instructions. • Follow and create simple algorithms. • Create simple programs using sequence. • Predict what a program will do. • Find and correct simple errors with support.	• Collect simple data. • Present data using simple charts. • Answer questions using data. • Explain how computers organise information.	• Keep personal information private. • Use technology safely. • Understand why passwords are important. • Tell a trusted adult about concerns. • Show kindness online.	• Create digital drawings and pictures. • Take digital photographs. • Record simple audio. • Combine text and images. • Save and reopen work.

End Point Assessment

By the end of Year 1, pupils confidently use digital devices to create simple digital content, follow basic algorithms, collect and present simple data and use technology safely and respectfully.

Year 2 Computing End Point Assessments

 Computing Systems & Networks	 Programming	 Data Handling	 Online Safety	 Creating Media
• Use digital devices confidently and independently. • Log on, save and retrieve work independently. • Explain how technology is used in everyday life. • Use keyboards and input devices accurately. • Recognise how technology supports communication.	• Explain what an algorithm is. • Create programs using sequence and repetition. • Predict, test and debug simple programs. • Use logical reasoning to improve programs. • Create a simple program to solve a problem.	• Collect and organise data. • Present data using charts and tables. • Interpret information from charts. • Answer questions using data. • Explain how computers organise information..	• Keep personal information secure. • Create and use secure passwords. • Recognise unreliable online information. • Communicate respectfully online. • Report anything unsafe online.	• Create and edit digital artwork. • Capture and edit photographs. • Record and edit audio. • Produce documents using text and images. • Select suitable software for tasks.
End Point Assessment By the end of Year 2, pupils confidently use digital technology to create, communicate and solve simple problems. They can design and debug simple programs, organise and interpret data, create purposeful digital media and demonstrate safe, responsible and respectful behaviour online.				

Year 3 Computing End Point Assessments

 Computing Systems & Networks	 Programming	 Data Handling	 Online Safety	 Creating Media
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• Use networks to share information. • Identify input and output devices. • Use search engines effectively. • Store and retrieve digital work. • Understand how devices communicate.	• Design simple algorithms • Program using sequence, selection and repetition. • Use simple variables. • Debug programs independently. • Modify programs to improve outcomes.	• Collect and organise data. • Create charts and graphs. • Identify patterns in data. • Use spreadsheets for simple tasks.	• Protect personal information. • Use strong passwords. • Recognise unreliable websites. • Report online concerns. • Communicate respectfully online.	• Create and edit digital media. • Combine text, images and audio. • Create simple animations. • Organise files in folders. • Choose suitable software.
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End Point Assessment

By the end of Year 3, pupils confidently create and debug programs, use networks to communicate, produce digital media, organise data and demonstrate safe and responsible online behaviour.

Year 4 Computing End Point Assessments

 Computing Systems & Networks	 Programming	 Data Handling	 Online Safety	 Creating Media
• Explain how networks and the Internet work. • Use search tools effectively. • Evaluate online information. • Understand data transfer. • Use digital storage confidently.	• Design algorithms independently. • Use variables and inputs. • Create interactive programs. • Debug systematically. • Modify programs to meet a design brief.	• Use spreadsheets confidently. • Use simple formulae. • Create charts. • Sort and filter data. • Identify trends.	• Protect digital identity. • Recognise scams and phishing. • Respect others online. • Understand digital footprints. • Know how to report concerns.	• Create and edit digital artwork. • Capture and edit photographs. • Record and edit audio. • Produce documents using text and images. • Select suitable software for tasks.
End Point Assessment By the end of Year 4, pupils independently design and improve programs, understand networks, create purposeful digital media, analyse data and demonstrate responsible digital citizenship.				

Year 5 Computing End Point Assessments

 Computing Systems & Networks	 Programming	 Data Handling	 Online Safety	 Creating Media
• Explain how networks communicate. • Understand browsers, servers and URLs. • Use search engines efficiently. • Compare online services. • Understand technology choices.	• Design complex algorithms. • Use sequence, selection, repetition and variables. • Use inputs and conditions. • Debug effectively. • Improve existing code.	• Use spreadsheets with formulae. • Analyse patterns. • Use sorting and filtering. • Create charts. • Understand how organisations use data.	• Protect online identity. • Use privacy settings. • Recognise misinformation. • Communicate responsibly. • Report harmful content.	• Create high-quality multimedia. • Design presentations and websites. • Apply accessibility and layout principles. • Refine work using feedback. • Respect copyright.

End Point Assessment

By the end of Year 5, pupils confidently create complex digital projects, develop effective programs, analyse data and demonstrate mature, responsible online behaviour.

Year 6 Computing End Point Assessments

 Computing Systems & Networks	 Programming	 Data Handling	 Online Safety	 Creating Media
• Explain how the Internet enables communication. • Understand AI and emerging technology. • Evaluate online information. • Explain websites and networks. • Understand technology's impact.	• Design, write and refine programs. • Use variables, lists and inputs. • Apply decomposition and abstraction. • Debug systematically. • Evaluate solutions against a design brief.	• Use advanced spreadsheets. • Analyse large datasets. • Use formulae confidently. • Interpret graphs. • Understand Big Data.	• Protect personal data. • Recognise online risks. • Manage digital identity. • Use technology ethically. • Support others to stay safe online.	• Design websites and multimedia. • Create content for different audiences. • Apply advanced design principles. • Evaluate and improve digital products. • Understand copyright and licensing.
End Point Assessment By the end of Year 6, pupils leave Park End Primary School as confident, creative and responsible users of technology who are fully prepared for the Key Stage 3 Computing curriculum.				