



## St. John the Evangelist Computing Curriculum End Points



Year Group	Computing Thread	End Points
EYFS	Technology in the World	Recognise and talk about technology used at home and school. Operate simple digital equipment (e.g., cameras, tablets, floor robots). Use safe, age-appropriate parts of the internet with adult support.
	Digital Media	Move objects on a screen and create simple digital marks, shapes, and text. Take photographs and record simple video or audio to show learning.
	Programming Foundations	Make a floor robot move using simple commands. Use simple apps to make things happen and talk about what they did.
	Data Foundations	Identify different types of information (pictures, video, text, sound). Collect simple digital content (photos, sounds) and talk about what it shows.
	Online Safety	Follow rules for safe technology use. Use devices with others and talk about what they are doing. Know that information about them is shared online and that adults help keep them safe.
Year 1	Computing Systems and Networks	Identify technology in school and explain what it is used for. Log in and use simple applications independently.
	Programming	Create simple algorithms using floor robots or on-screen tools. Predict what a simple program will do and debug basic errors.
	Data and Information	Sort and group digital objects and explain their choices. Create simple pictograms using software such as 2Count.
	Creating Media	Use digital tools to create pictures, text, and simple multimedia content. Save and retrieve their work with support.
	Online Safety	Know what personal information is and keep it private. Tell an adult if something online makes them uncomfortable.
Year 2	Computing Systems and Networks	Understand that devices can connect to form a network. Use simple search tools safely to find information
	Programming	Create and debug simple programs using block-based tools. Understand that algorithms must be clear and precise.
	Data and Information	Collect data and present it using charts or pictograms.



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		Explain what their data shows.
	Creating Media	Create digital stories, animations, or presentations using images, text, and sound. Use tools to edit and improve their work.
	Online Safety	Recognise trusted adults and safe online behaviour. Understand the concept of digital footprints.
Year 3	Computing Systems and Networks	Explain how digital devices work together in a simple network. Use search engines effectively and evaluate basic results.
	Programming	Use sequence, repetition, and simple selection in programs. Debug more complex errors and explain how their code works.
	Data and Information	Create and use branching databases. Organise data in tables and simple spreadsheets.
	Creating Media	Create digital content such as animations, audio, or presentations with increasing control. Use design features to suit purpose and audience.
	Online Safety	Understand why passwords are important. Recognise risks online and know how to report concerns.
Year 4	Computing Systems and Networks	Understand the purpose of the internet and how information travels. Explain how networks and the World Wide Web differ
	Programming	Use variables and more complex selection in block-based programming. Decompose problems and design algorithms before coding.
	Data and Information	Use spreadsheets to collect, analyse, and present data. Explain how data can be structured for different purposes
	Creating Media	Create and edit audio, video, or graphics with increasing precision. Evaluate digital content for effectiveness
	Online Safety	Understand how online behaviour affects others. Explain how to keep personal information secure.
Year 5	Computing Systems and Networks	Explain how search engines work and evaluate the reliability of online information. Understand how data is transferred across networks.
	Programming	Use variables, functions, and more advanced selection in programs. Predict program behaviour using logical reasoning and trace code.



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	Data and Information	Use databases to store, search, and filter information. Present data findings clearly and accurately
	Creating Media	Create complex digital media projects (e.g., 3D modelling, blogging, video editing). Use digital tools to collaborate and publish content responsibly.
	Online Safety	Understand online reputation and how content can be permanent. Recognise and respond to online risks, including phishing and inappropriate contact.
Year 6	Computing Systems and Networks	Understand how networks, servers, and the internet function at a deeper level. Evaluate digital content for accuracy, bias, and reliability.
	Programming	Design, write, and debug programs using variables, functions, loops, and complex selection. Use logical reasoning to explain how algorithms work and detect errors.
	Data and Information	Use spreadsheets for modelling and problem-solving. Collect, analyse, and present data using appropriate tools.
	Creating Media	Plan, design, and create high-quality digital products for a specific audience and purpose. Evaluate and refine digital work independently.
	Online Safety	Demonstrate mature understanding of digital citizenship, including consent, copyright, and online identity. Apply strategies for staying safe and managing risks in online communication.