



Margaret Wix Primary School

"Excellence, Creativity, Individuality"



KS1 Computing End Points

At Margaret Wix Primary School, we strive for all pupils to develop enthusiasm for learning so that they are fully engaged in computing and acquire the knowledge and skills that they will require to be successful both now, and in the future. Below are the end points that our curriculum is building towards; our school's curriculum is planned and sequenced so that knowledge and skills build on what has been taught before, enabling pupils to work towards these clearly defined end points.

Cultural capital	Pupils will be able to: <ul style="list-style-type: none">• develop their spirituality through exploring creativity and imagination in the design and construction of digital products.• develop morally through the encouragement of good etiquette when using digital technology including mobile devices and with due regard to e-safety.• assist one another in problem solving and encourage social behaviours in the classroom including listening whilst others are talking and generally interacting as a caring community.• apply their ICT and computing skills and knowledge to the wider curriculum and acknowledge links between subjects such as the use of coordinates in programming and their connections with maths and geography, for example and also links with design technology and art.
Computing Skills	Pupils will be able to: <ul style="list-style-type: none">• understand and apply the fundamental principles and concepts of computer science, including abstraction, logic, algorithms and data representation• analyse problems in computational terms, and have repeated practical experience of writing computer programs in order to solve such problems• evaluate and apply information technology, including new or unfamiliar technologies, analytically to solve problems• be responsible, competent, confident and creative users of information and communication technology
Computing Knowledge	Pupils will be able to: <ul style="list-style-type: none">• understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions• create and debug simple programs

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| | <ul style="list-style-type: none">• use logical reasoning to predict the behaviour of simple programs• use technology purposefully to create, organise, store, manipulate and retrieve digital content• recognise common uses of information technology beyond school• use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies. |
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