



Margaret Wix Primary School

"Excellence, Creativity, Individuality"



KS2 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	<p>Pupils will be able to:</p> <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	<p>Pupils will be able to:</p> <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	<p>Pupils will be able to:</p> <ul style="list-style-type: none">• design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts• use sequence, selection, and repetition in programs; work with variables and various forms of input and output

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| | <ul style="list-style-type: none">• use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs• understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration• use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content• select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information• use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact. |
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