	End point:
Year 1	➢ I am independent when I try to control simple everyday devices to make them produce different outcomes. ➢ I can be independent when I use a range of simple tools in a paint package/image manipulation software to create/modify a picture.
Year 2	➢ I can work safely using a search engine on the internet to find relevant information. ➢ I can use my prior learning to support my understanding and predict the effect of my programming. ➢ I can use my increasing familiarity with typing on a keyboard and the cut and paste in a Word document to help me to independently record my work in different ways.
Year 3	➢ I can work systematically to use flowcharts in computer programming. ➢ I know the importance of safe conduct when using a communication tool such as email. ➢ I am beginning to understand selection in computer programming and independently applying this to the required task.
Year 4	➢ I can explain what algorithms are and can independently use coding language to create simple programs. ➢ I can independently import an image or text into a variety of programs safely. ➢ I can independently protect myself online from a variety of risks, including installing software, identify theft, working online therefore identifying the positives and negatives influences of technology.

	End point:
Year 5	➢ I can use my prior learning to support me when using new computer programs and software, with an awareness of tools such as tabs, text formatting, templates, inserting hyperlinks and sound. ➢ I understand the terms decomposition and abstraction. I can use these concepts to code different parts of my game separately and remove unnecessary details to help the game's functionality. ➢ I can abide by the school rules and show an understanding of safety in the digital world.
Year 6	➢ I can use my knowledge of coding to independently plan, execute and evaluate our algorithms. ➢ I can transfer my understanding of coding to create a new 3D world and can think logically to identify and debug our programs. ➢ I can independently choose which computer software is best suited to a given task.