Computing at a Glance

Bassingbourn Community Primary School · Year 1 to Year 6

This summary shows how pupils' computing knowledge and skills develop as they move through the school. Our classes are mixed-age, so we share expectations at three points: the end of Year 2, Year 4 and Year 6.

Area	By the end of Year 2 pupils can:	By the end of Year 4 pupils can:	By the end of Year 6 pupils can:
Computer systems and networks	Name parts of a computer, log in and save their work, and know what the internet is.	Explain how devices connect to networks and the internet, and how information is stored and shared.	Explain how hardware, search engines and data storage work, and how computers can learn from data.
Programming	Write and debug simple algorithms, and program floor robots and simple on-screen code.	Write programs in Scratch and MakeCode using sequence, loops and selection.	Write more complex programs, including micro:bit projects and text-based coding in Python.
Creating media	Create digital pictures and designs, and talk about what they have made.	Plan, create and edit digital images, video trailers and a simple website.	Plan, create and evaluate animations, podcasts and multimedia projects for an audience.
Data handling	Collect data and present it in simple charts and pictograms.	Create and use branching databases to sort and answer questions.	Use spreadsheets to organise data, carry out calculations and present findings.
Online safety	Keep personal information private, and know who to tell if they feel unsafe online.	Be kind online, recognise unkind behaviour and know how to report it.	Manage their online life safely, think critically about what they see and look after their wellbeing.

Across every stage, pupils learn to use technology safely, respectfully and responsibly.