

Computing End points

Year Group	End Point Statement
Nursery	Explore a range of technology through play. Use simple digital devices with adult support. Begin to understand that technology helps us in everyday life. Follow simple instructions and recognise cause and effect when using technology. Learn that adults help keep them safe when using digital device
Reception	Use a range of technology independently to support learning. Create simple digital content such as pictures, recordings or photographs. Follow and give simple instructions, beginning to understand sequencing. Talk about how technology is used at home and school. Demonstrate safe behaviours when using technology with adult guidance.
Year 1	Create simple digital content using text and images. Use basic painting and drawing tools. Understand that an algorithm is a set of instructions. Create and debug simple programs. Recognise technology in everyday life and know how to stay safe online

Computing End points

Year Group	End Point Statement
Year 2	Combine text and images to communicate ideas. Organise and present information digitally. Use simple databases to sort and retrieve information. Create, test and debug simple programs using sequences and repetition. Use technology safely and respectfully, knowing where to seek help.
Year 3	Create and edit digital presentations and multimedia. Record and edit simple audio and video. Search safely online using appropriate search terms. Write programs using sequence, repetition and simple variables. Understand their digital footprint and use technology responsibly.

Computing End points

Year Group	End Point Statement
Year 4	Select appropriate software to create and present digital content. Collect, organise and present data using tables and databases. Create animations and edit multimedia projects. Design, write and debug programs to solve problems. Evaluate online information and communicate safely online.
Year 5	Create high-quality digital content using a range of software. Produce and edit multimedia including audio, video and presentations. Use spreadsheets to analyse and present data. Design algorithms and create programs using variables, selection and repetition. Critically evaluate websites and understand online privacy, copyright and plagiarism.
Year 6	Confidently select and combine digital tools to create purposeful content. Design, develop, test and refine programs to solve increasingly complex problems. Analyse and present data using spreadsheets and databases.

Computing End points

Year Group	End Point Statement
	Evaluate the reliability of online information and understand how search engines rank results. Demonstrate responsible, safe and ethical use of technology, understanding online risks, digital citizenship and their responsibilities as confident digital learners.