Being A Computer User at Marshbrook

A Year 1 Computer User		
Learning Objectives:	**Pupil self-assessment**	
<u>Algorithms and programming</u>		
1. I create a series of instructions.		
2. I plan a journey for a programmable toy.		
<u>Information technology</u>		
3. I create digital content.		
4. I store digital content.		
5. I retrieve digital content.		
6. I use a website.		
7. I use a camera.		
8. I record sound and play back.		

End of Year Summative Assessment by Teacher

Achievement			Effort
Working towards age related expectations.	Working at age related expectations.	Working above age related expectations.	

Effort Key:
O – Outstanding, G – Good, S - Satisfactory, RI – Requires Improvement

Being A Computer User at Marshbrook

A Year 2 Computer User		
Learning Objectives:	**Pupil self-assessment**	
<u>Algorithms and programming</u>		
1. I use a range of instructions (e.g. direction, angles, turns).		
2. I test and amend a set of instructions.		
3. I find errors and amend (debug).		
4. I write a simple program and test it.		
5. I predict what the outcome of a simple program will be (logical reasoning).		
6. I understand that algorithms are used on digital devices.		
7. I understand that programs require precise instructions.		
<u>Information technology</u>		
8. I organise digital content.		
9. I retrieve and manipulate digital content.		
10. I can navigate the web to complete simple searches.		

End of Year Summative Assessment by Teacher

Achievement			Effort
Working towards age related expectations.	Working at age related expectations.	Working above age related expectations.	

Effort Key:
O – Outstanding, G – Good, S - Satisfactory, RI – Requires Improvement

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A Year 3 Computer user		
Learning Objectives:	Pupil self-assessment	
<u>Algorithms and programming</u>		
1. I design a sequence of instructions, including directional instructions.		
2. I write programs that accomplish specific goals.		
3. I work with various forms of input.		
4. I work with various forms of output.		
<u>Information technology</u>		
5. I use a range of software for similar purposes.		
6. I collect information.		
7. I design and create content.		
8. I present information.		
9. I search for information on the web in different ways.		
10. I manipulate and improve digital images.		

End of Year Summative Assessment by Teacher

Achievement	Effort

Effort Key:
O – Outstanding, G – Good, S - Satisfactory, RI – Requires Improvement

Being A Computer User at Marshbrook

Working towards age related expectations.	Working at age related expectations.	Working above age related expectations.	

A Year 4 Computer user		
Learning Objectives:	**Pupil self-assessment**	
<u>Algorithms and programming</u>		
1. I experiment with variables to control models.		
2. I give an on-screen robot specific instructions that takes them from A to B.		
3. I make an accurate prediction and explain why I believe something will happen (linked to programming).		
4. I de-bug a program.		
<u>Information technology</u>		
5. I select and use software to accomplish given goals.		
6. I collect and present data.		
7. I produce and upload a podcast.		

End of Year Summative Assessment by Teacher

Achievement	Effort

Effort Key:
O – Outstanding, G – Good, S - Satisfactory, RI – Requires Improvement

Being A Computer User at Marshbrook

Working towards age related expectations.	Working at age related expectations.	Working above age related expectations.	

Effort Key:

O – Outstanding, G – Good, S - Satisfactory, RI – Requires Improvement