The RAINBOW Continuum: COMPUTING: Children can ...

	NETWORK AND INTERNET	USING ICT	MAKING THINGS HAPPEN
FS	Identify things they see on screen Explore how things work.	Use a mouse or key pad to make marks Be confident to try new activities and show independence, resilience and perseverance in the face of challenge. Explain the reasons for rules, know right from wrong and try to behave accordingly.	Enjoy simple computer games Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.
Y1	Remember and recall information they have seen on screen Recognise ICT around them Explore information from various ICT sources Recognise ICT around them	Write simple ideas and make lists Use names for ICT components – e.g. mouse Record their own voice and that of others Use a simple art program	Play computer games Move objects around on a screen Repeat a series of actions for a purpose Recognise things around them which respond to signals and instructions
Y2	Find information on the internet	Understand the importance of ICT Recognise different ways of using ICT and decide which to use Take digital photos Recognise to draw Recognise to draw Recognise different ways of using ICT and decide which to use Use the space bar Recognise to draw Recognise to decide which to use	Understand how to make something move Give a single instruction to make something happen Give a single instruction to make something happen Give Explain what has happened when using ICT for control Give Predict what might happen when controlling Give Move and control a programmable toy

Use clip art to add and resize a picture sep.	
Use shortcuts to insert objects and delete them	
Make a simple slide show	

		NETWORK AND INTERNET	USING ICT	MAKING THINGS HAPPEN
			Recognise the importance of ICT in the real world	
		Understand different ways to send a message	Record using video and sound, and amend what they have recorded	Understand the importance of clear and precise instructions
		Recognise an email address Use @ in emails	Use ICT to organise and present their work see Use a	
		Send an email and reply to one Navigate a	spell checker [step]	Use algorithms to control movement
`	/ 3	website by clicking on links	Fill in a data collection sheet Enter information to	Create and debug simple programs
		Use the back button to return to a previous	make a graph	Control an avatar in a game
		website page Understand the importance of email safety	Create and position text, alter font and align text [1]	Make appropriate choices in simulations and
		Keep their own personal information private	Change page layout	models
			Find and use stored information	

Y4	Recognise immediately when online safety is compromised and know how to get support Understand and use networks Use a search program and understand how to rank information [SEP] Add an attachment to an email	Search databases Recognise terms – e.g. cell, row, column Format text towards a specific purpose Use word count, bullets, numbering Present information using a range of software Use ICT across a range of subjects Order and organise text using a word processing program	Program an external device Design and write simple programs Debug programs when they go wrong Use control commands to draw shapes Add animation to presentations Use ICT to control events and sense physical data – for example in a weather program
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Y5	Conduct a safe internet search and refine it for both speed and accuracy. Know how to distinguish between good and bad information found on the internet Rank information found on the internet in order of importance and relevance. Extrapolate the best information and summarise it using ICT	Analyse a range of information using ICT. Capture sound, still and video images using a range of hardware Save documents and images into different formats for different purposes. Organise a wide range of information using ICT and save it in appropriate ways	Work with variables and various forms of input and output Adapt and modify programs and add refinements Use simulations to explore patterns and relationships. Make predictions about what might happen in a game program Understand the use of sensors to monitor and measure

			Understand that poor input equals unreliable results.
		Use video chat in school Add, amend and combine different forms of	Use sequence, selection, and repetition in control Use ICT to measure sound, light, temperature
Υ	Make a home page for a website Use information to hypothesise and speculate in	information in different ways	Create databases with fields, rows, columns
6	a range of everyday situations	Use a range of concepts and ideas when presenting across different subjects.	Add special effects to work Know that devices can have more than one pre-determined action or result
		Use and add menu options, including hyperlinks	Make devices have more than one pre-determined action
			Explore what-if scenarios

The Sacred Heart DAWN Curriculum: COMPUTING: Highly Effective AfL Questions

G&T Question: If you could have a bit more time, what would you create? I'll leave the equipment out for wet play...

Grey Sections: To be assessed practically through observation.

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FS	What do you see on screen?	Can you use a mouse or key pad to make marks?	What do you like about this game?

Y1	What did you see on the screen? Where can you see ICT? What can you find out? Where else could we find this information?	Can you write an idea and make a lists? What is this called? – e.g. mouse Can you record your own voice? Can you record someone else's? Can you create artwork using ICT?	Which game do you like playing best? Why? Can you move thisso you can do this? If you hearwhat does it mean?
Y2	What can you find out using the internet?	Why is ICT important? What can we use ICT for? What would you use to do? Can you take a photo? Can you use shape tools to draw? Can you use the space bar? Can you save documents into a folder and open them? Can you use clip art to add and resize a picture? Can you use shortcuts to insert objects and delete them? Can you make a simple slide show?	How do we make something move? Can you give a single instruction to make something happen? What has happened when control something using ICT? What might happen when controlling? Can you move and control a programmable toy?

NETWORK AND INTERNET	USING ICT	MAKING THINGS HAPPEN

Y3	What different ways are there to send a message? What is an email address? Can you use @ in emails? Can you send an email and reply to one? Can you navigate a website by clicking on links? Can you use the back button to return to a Why is email safety important? How do we keep our own personal information private?	Why is ICT important in the real world? Can you record using video and sound, and amend what you have recorded? Can you use ICT to organise and present your work? Can you use a spell checker? Can you fill in a data collection sheet? Can you enter information to make a graph? Can you create and position text, alter font and align text? Can you change page layout? Can you find and use stored information?	Why are clear and precise instructions important? Can you use algorithms to control movement? Can you create and debug simple programs? Can you control an avatar in a game? Can you make appropriate choices in simulations and models?
Y4	How do you know when online safety is compromised and know how do you get support? How do we use networks? What are they for? Can you use a search program and understand how to rank information? Can you add an attachment to an email?	How do you search databases?What do these terms mean? – e.g. cell, row, columnFormat text towards a specific purpose Can you use word count, bullets, numbering? Can you present information using a range of software? Do you use ICT for a range of subjects? Can you order and organise text using a word processing program	Can you program an external device? Can you design and write simple programs? How do you debug programs when they go wrong Can you use control commands to draw shapes Can you add animation to presentations? How do you use ICT to control events and sense physical data – for example in a weather program?

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Y 5	How could we conduct a safe internet search and refine it for both speed and accuracy? Do you know how to distinguish between good and bad information found on the internet? Can you rank information found on the internet in order of importance and relevance?	Can you analyse a range of information using ICT? How would we capture sound, still and video images using a range of hardware? Can you save documents and images into different formats for different purposes? Can you organise a wide range of information using	Can you work with variables and various forms of input and output? Can you adapt and modify programs and add refinements? Can you use simulations to explore patterns and relationships? Can you make predictions about what might happen
	Can you extrapolate the best information and summarise it using ICT?	ICT and save it in appropriate ways?	in a game program? What is the use of sensors to monitor and measure?
Y 6	Can you make a home page for a website? Can you use information to hypothesise and speculate in a range of everyday situations?	Can you use video chat in school? How do we add, amend and combine different forms of information in different ways? Can you use a range of concepts and ideas when presenting across different subjects? Can you use and add menu options, including hyperlinks?	If you had poor input, what would happen? Can you use sequence, selection, and repetition in control? Can you use ICT to measure sound, light, temperature? Can you create databases with fields, rows, columns? Can you add special effects to work? What could happen if we did this? Can you make devices have more than one predetermined action? What if? If this was like this what would look like?