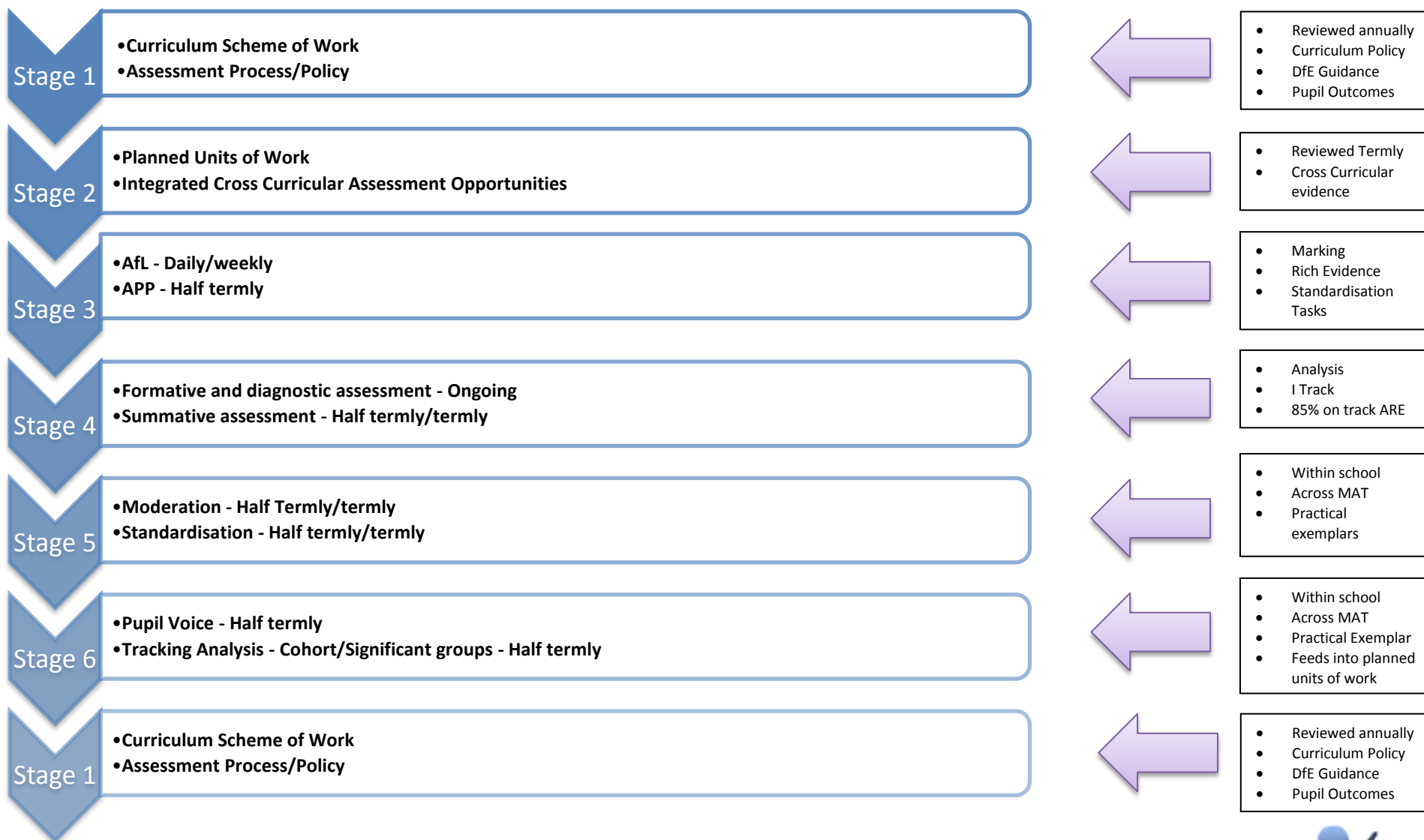




# An Daras Multi Academy Trust

## Assessing Pupil Progress – Computing (Y1)

Integrated Curriculum Scheme of Learning - 2016	
Document:	<b>ADMAT Assessing Pupil Progress (APP)</b>
National Curriculum Subjects:	<b>Computing</b>
Year Group:	<b>Year 1</b>
Agreed and Approved:	<b>Sept 2016</b>
Leader Review Date:	<b>Sept 2017</b>
Related Documents and Guidance:	National Curriculum 14/15 Dimensions Skill Ladders 14 Computing Scheme of Learning 15 Non-Negotiable 14 Progression Frameworks for Computing Computing Policy 15



<b>ADMAT/ARE</b> <b>Year 1 Computing</b>				Pupil Name:		<b>Term 1</b> We are Treasure Hunters – <b>Using programmable toys (Programming)</b> We are TV Chefs – <b>Filming the steps of a recipe (Computational Thinking)</b>		<b>Term 2</b> We are Painters – <b>Illustrating an eBook (Creativity)</b> We are Collectors – <b>Finding images using the web (Computer Network)</b>		<b>Term 3</b> We are Storytellers – <b>Producing a talking book (Communication and Collaboration)</b>  We are Celebrating – <b>Creating a card digitally (Productivity)</b>		Are Related Expectation Key: <b>NE</b> = Not Enough Evidence <b>EM</b> = Emerging <b>TI</b> = Towards Independence <b>EXP</b> = Expected <b>EXP+</b> = Expected Plus <b>EXC</b> = Exceeding							
				Class Teacher:		<b>Assessment:</b> <b>Aut1:</b> <b>Aut2:</b>		<b>Assessment:</b> <b>Sp1:</b> <b>Sp2:</b>		<b>Assessment:</b> <b>Sum1:</b> <b>Sum2:</b>									
<b>A/Computer Science</b>						<b>B/Information Technology</b>						<b>C/Digital Literacy</b>							
<b>A1. Computer Science</b> Understand what algorithms are						<b>B1. Information Technology</b> Use technology purposefully to organise, store and retrieve digital content						<b>C1. Digital Literacy</b> Use technology safely and respectfully							
<b>EM</b> <b>1</b>		<b>TI</b> <b>2</b>		<b>EXP</b> <b>3</b>		<b>EXC</b> <b>4</b>		<b>EM</b> <b>1</b>		<b>TI</b> <b>2</b>		<b>EXP</b> <b>3</b>		<b>EXC</b> <b>4</b>					
<b>A2. Understand how algorithms are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions.</b>						<b>B2. Use technology purposefully to create and manipulate digital content</b>						<b>C2. Keeping personal information private</b>							
<b>EM</b> <b>1</b>		<b>TI</b> <b>2</b>		<b>EXP</b> <b>3</b>		<b>EXC</b> <b>4</b>						<b>EM</b> <b>1</b>		<b>TI</b> <b>2</b>		<b>EXP</b> <b>3</b>		<b>EXC</b> <b>4</b>	
<b>A3. Create and debug simple programs</b>												<b>C3. Identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.</b>							
<b>EM</b> <b>1</b>		<b>TI</b> <b>2</b>		<b>EXP</b> <b>3</b>		<b>EXC</b> <b>4</b>						<b>EM</b> <b>1</b>		<b>TI</b> <b>2</b>		<b>EXP</b> <b>3</b>		<b>EXC</b> <b>4</b>	
<b>A4. Use logical reasoning to predict the behaviour of simple programs.</b>												<b>C4. Recognise common uses of information technology beyond school.</b>							