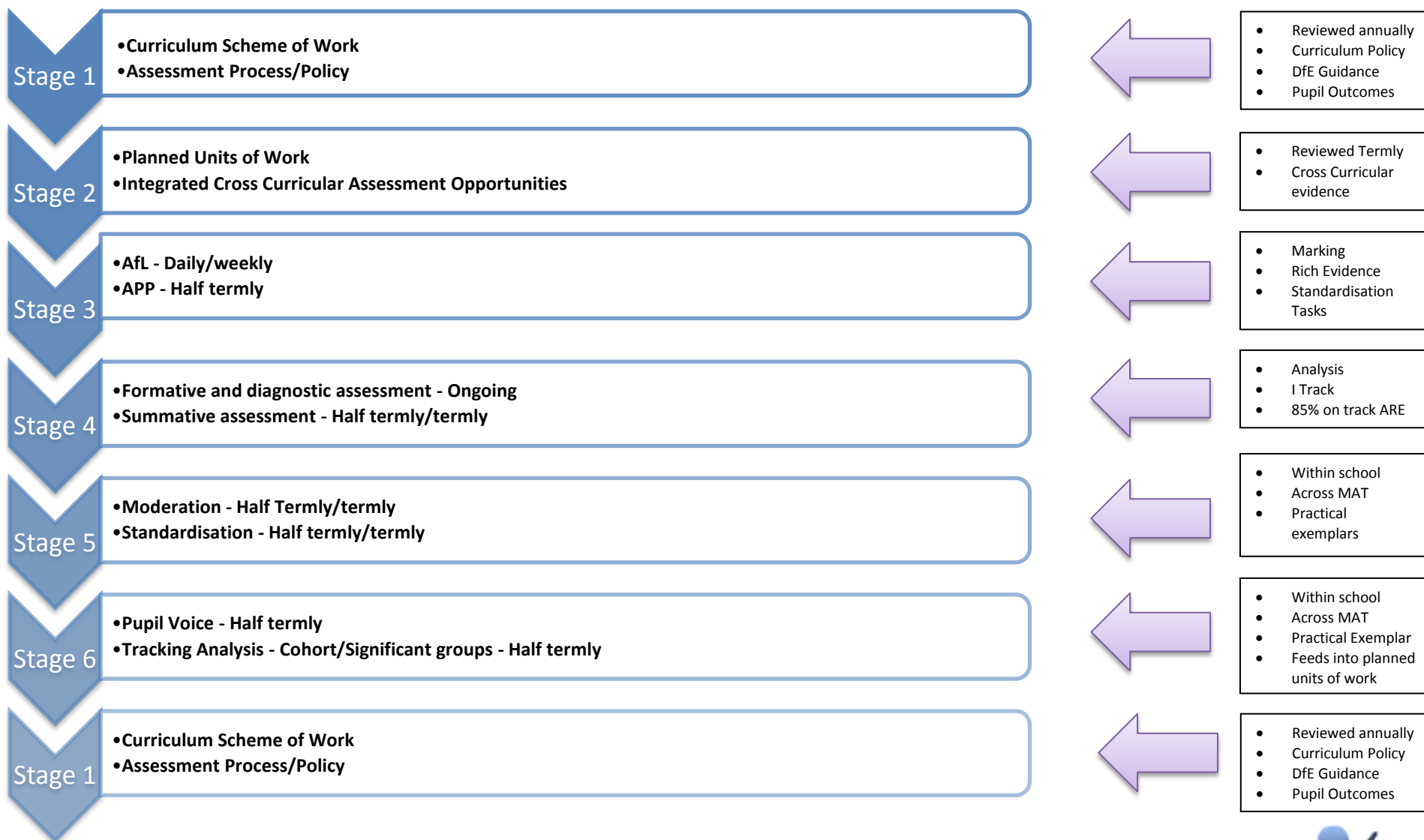


An Daras Multi Academy Trust

Assessing Pupil Progress – Computing (Y2)

Integrated Curriculum Scheme of Learning - 2016	
Document:	ADMAT Assessing Pupil Progress (APP)
National Curriculum Subjects:	Computing
Year Group:	Year 2
Agreed and Approved:	Sept 2016
Leader Review Date:	Sept 2017
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



ADMAT/ARE Year 2 Computing				Pupil Name: Class Teacher:	Term 1 We are Astronauts – Programming on screen (Programming) We are Game Testers – Exploring how computer games work (Computational Thinking) Assessment: Aut 1: Aut2:	Term 2 We are Photographers – Taking better photos (Creativity) We are Researchers – Researching a topic (Computer Network) Assessment: Sp 1: Sp 2:	Term 3 We are Detectives – Collecting clues (Communication and Collaboration) We are Zoologists – Collecting data about bugs (Productivity) Assessment: Sum 1: Sum 2:	Are Related Expectation Key: NE = Not Enough Evidence EM = Emerging TI = Towards Independence EXP = Expected EXP+ = Expected Plus EXC = Exceeding			
A/Computer Science				B/Information Technology				C/Digital Literacy			
A1. Computer Science Understand what algorithms are.				B1. Information Technology Use technology purposefully to organise, store and retrieve digital content				C1. Digital Literacy Use technology safely and respectfully.			
EM 1	TI 2	EXP 3	EXC 4	EM 1	TI 2	EXP 3	EXC 4	EM 1	TI 2	EXP 3	EXC 4
A2. The child can understand how algorithms are implemented as programs on digital devices, and that programs execute by following precise and unambiguous instructions.				B2. Use technology purposefully to create and manipulate digital content				C2. Keeping personal information private.			
EM 1	TI 2	EXP 3	EXC 4					EM 1	TI 2	EXP 3	EXC 4
A3. Create and debug simple programs.								C3. Identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.			
EM 1	TI 2	EXP 3	EXC 4					EM 1	TI 2	EXP 3	EXC 4
A4. Use logical reasoning to predict the behaviour of simple programs.								C4. Recognise common uses of information technology beyond school.			