



Cove Junior School
Skills and Knowledge Assessment Overview
Computing

Year 3

Technology in our Lives

Be able to find, open and save files.

Use the internet to search for information

Programming

Design and create programs using sequencing.

Find and correct bugs in simple algorithms

Data

Collect, organise and present data in a branching database

Multimedia

Use word processing software to create a document

Use software to create a presentation

Year 4

Programming

Design and create programs using sequencing and loops

Find and correct bugs in more complex programs and algorithms

Data

Collect data and choose how to organise, present and evaluate this data

Multimedia

Use software to create an animation

Use photo-editing software to manipulate images

Use publishing software to create visual communications (e.g., greetings cards, posters, brochures)

Year 5

Programming

Design and create programs using sequencing, loops and if..then..else statements.

Use logical thinking to find and correct bugs

Data

Use a spreadsheet to organise, present and analyse data

Collect data and use a spreadsheet to help organise, present and evaluate this data.

Multimedia

Design and create a web page

Combine and make choices about which software will produce the best outcome
Use software to create a video, combining images, video and audio

Year 6

Technology in our Lives

Begin to understand how computer networks, servers, search technologies and the internet work

Programming

Plan how to test a program systematically to find and correct bugs.

Design and create programs using sequencing, loops, if..then..else statements and variables

Data

Collect data and use a database to help organise, present and evaluate this data.

Multimedia

Combine and make choices about which software will produce the best outcome

Use software to create a 3d design