



## End of Year Expectations Computing Year 1

### SMSC

Spiritual Development – Use of Imagination & creativity in their learning  
Willingness to reflect on their experiences

Moral Development – Ability to recognise the between right & wrong  
Consequences of actions & behaviour  
Investigation moral & ethical views

Social Development - Working with peers  
Recognising rights of others

Cultural development – Appreciation of different cultures  
Investigating & understanding national & global communities

### MATHS

I can represent data in picture format  
I can sort & group items using a range of criteria  
I can add data to a spreadsheet  
I can use directions to complete challenges

### SEN

The use of technology to train or rehearse: to support pupils with SEN gain literacy and numeracy skills e.g. lexia & maths games

The use of technology to assist learning removing barriers to communication and interaction.

The use of technology to enable learning: technology plays an active role in the learning process, perhaps by asking questions, intervening in an activity or presenting interactive scenarios or simulations.

### LITERACY

I can create stories using text and images  
I can record and save performances on See Saw  
I can annotate pictures using See Saw

### CAREERS

App developer	Software Engineer
Video Game designer	IT Security Specialist
Computer Systems Analyst	Web Designer
Technology Manager	Database Administrator
Network Administrator	Cyber Security Analyst
Data Analyst	Special Effects Artist
Multimedia editor	Office Worker
Teacher	Business Manager

### COLLABORATION

Working in groups to produce a collaborative piece of work  
Class blogs showing links to the community and informing parents of learning.  
Use of QR codes on displays & in books to bring learning to life.

