



## St John's CE Middle School Key Performance Indicators

*Pupils who are working at age related expectations at the end of the year will have a secure knowledge of these Key Performance Indicators.*

### Year 6 Computing

<b>Programming</b>
Control the movement of characters.
Control what happens when characters bump into an object.
Create and programme a game from scratch.
Create variable within the game
<b>Creativity</b>
Add a variety of special effects to an image.
Resize and arrange images
Create a comic book
Create a piece of art using repeating patterns
<b>Productivity</b>
Input data into a spreadsheet and create basic formulae.
Sort and filter a spreadsheet and use comparator operators in a formula.
Use absolute and relative cell references, model data and create a spreadsheet.
Evaluate and improve using transitions.