Indicators of Outcome – Examples for Primary Education

Data and information

- Identify, with illustrative examples, ways in which computers can acquire data including automatic approaches and indicate how those data may be stored.
- Visualise data in various forms and illustrate how this may be used to draw conclusions based on the data.

Algorithms

- Identify a range of contexts in which sequences of instructions are designed and followed in everyday life and write sequences of instructions for everyday events.
- Given a meaningful (to the pupils) sequence of instructions that a computer can execute, modify that in such a way that the instructions can still be executed and be of relevance; produce a succinct description of its functionality.

Programming

- Design, create, test and evaluate simple programs and determine whether they execute as intended; the programs may involve the use of conditionals and loops.
- Identify and correct errors in simple programs.

Computing systems

- Compare and discuss different types of input and output of computing systems.
- Present conceptual knowledge of the major hardware and systems software of a typical computing system, name them and describe their purpose.

Networks and communication

- Distinguish between the Internet and the World Wide Web.
- Demonstrate the use of search engines for retrieving information of various types.

Human-computer interaction

- Compare and discuss a range of ways in which humans may interact with computing systems.
- Identify opportunities for improving the user interface of known software (including educational systems and games).

Design and development

- Design iteratively simple digital artefacts.
- Modify an existing design to explore alternatives.

Digital creativity

- Suggest and discuss possible solutions for simple problems that might be solvable using programming.
- Create simple digital artefacts and combine existing digital artefacts into something new.

Modelling and simulation

- Use simulators that model some aspect of the real world and discuss benefits and limitations of simulations.
- Describe the scenario modelled by a simple program, and adjust the program to accommodate new aspects of the scenario.

Privacy, safety and security

- Discuss concerns about safety and privacy of information.
- Exhibit awareness for safety and privacy when using digital tools.

Responsibility and empowerment

- Explain benefits and dangers of using the Internet.
- Identify and describe ethical principles to adopt in the use of digital tools.