## Character Profile of a Radford Programmer in Year 1

**Self Manager** – organise and be responsible for the equipment their progress in computing



- •I can choose and use the best software/hardware needed for a set task.
- •I can have a go even when something is difficult in Computing.
- •I can set a simple target or goal to improve my work in Computing

**Effective Participators** – engage actively when using computing hardware/software in all subjects



- •I can listen carefully to instructions in Computing lessons and follow them
- •I can recognise when I need to talk to someone about something I see on a computer that I am worried about

**Resourceful Thinker**—apply imaginative thinking to create solutions to problems using computing hardware/software



- •I can play, observe and experiment with Computing equipment to help me with my work
- •I can suggest ways to solve a problem using computing hardware/software
- •I can have a go at something new using computing hardware/software

**Literate, Numerate and Digital -** apply English, Maths in Computing and use computing hardware/software in all subjects

**Independent Enquirer** – plan how to use computing hardware/software to improve their work in all subjects

**Team Worker** – work collaboratively with others to improve performance in computing

**Reflective Learner –** Monitor their own and others' performance in computing and reflect on the strengths and areas to improve



- •I can read and follow instructions
- •I can use computers to help with my writing
- •I can use computers to help with my maths work
- I can use computing skills to record my work in all subjects



- I can use 'how' and 'why' when trying to find things out using computing hardware/software.
- I can give a simple opinion on my work in computing and explain my thinking
- I can show curiosity about new things.



- I am prepared to listen to the ideas of others in computing without interrupting them
- •I can engage in collaborative tasks using computing hardware/software
- •I can work in a group and take turns with computing hardware/software

Reflective Thinking
What was easy?
What was hard?
What did 1 learn?
What did 1 learn?
How will you use

- I know and understand what I do well in computing
- •I can try something different if a previous action has not worked in computing
- •I can tell someone what I have learnt about using computing hardware/software
- •I can tell others why I enjoyed a task in computing