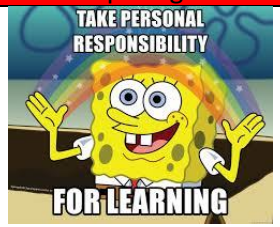
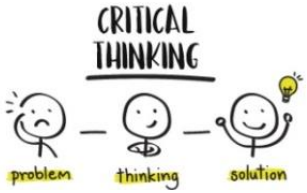
Character Profile of a Radford Programmer in Year 4	**Self Manager –** organise and be responsible for the equipment their progress in computing	**Effective Participators –** engage actively when using computing hardware/software in all subjects	**Resourceful Thinker –**apply imaginative thinking to create solutions to problems using computing hardware/software
	 • I can describe my own strengths and weaknesses in computing • I enjoy computing challenges, especially open ended or deeper thinking ones. • I welcome opportunities to take on added responsibility when using computing hardware/software	 • I am determined not to 'give in' too easily in computing • In computing, I can persuade others to accept a proposal even though others may not at first agree with my suggestion • I know that my ideas can help other people when using computing hardware/software	 • I can ask questions in Computing to check understanding • I can describe effective learning in computing and compare to my own learning. • When using computing hardware/software, I can sort and classify information and check it for clarity. • I can give alternative solutions or explanations in computing
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	 • In computing, I can break down complex ideas into steps. • I can complete a task in computing without reminders from others • I can use computing hardware/software to make lists when helpful to do so.	 • I can communicate capably as a team member in a joint activity when using computing hardware/software • I can keep focused on a task and avoid distractions in computing	 • I can review learning and identify a factor that could help make me a more effective learner in computing • In computing, I value and use feedback that helps to improve the quality of my work and learning