

KS3 Computing Assessment Grid Year 7

	Computational Thinking	Programming	Physical Computing	Using and Applying Technology	Digital Literacy
	Looking at a problem and how we can solve it.	Programming executes precise instructions.	Performs processes, calculations and operations.	Digital content can be represented in many forms.	Communicating safely and respectfully online.
Emerging	You can identify decomposition and abstraction.	You can detect and correct simple semantic errors i.e.: debugging, in programs.	You understand the different parts of a computer and their uses, including types of networks. You can understand the purpose of software/hardware.	You can demonstrate a limited variety of tools to create digital artefacts. You can provide limited explanation for the target audience, genre, and purpose of digital artefacts.	You can explain how to protect online identity and privacy. You can self/peer assess the digital artefact
Developing	You can identify the differences between Iteration, Selection and Sequence. You can detect and correct errors i.e.: debugging, in algorithms/flowcharts.	You can use arithmetic operators, if statements, and loops within programs. You can identify HTML tags.	You can describe the function of hardware components that make up computer systems.	You can demonstrate a selection of software tools to create graphics. You can demonstrate the target audience, purpose and genre of a digital artefact.	You can explain legislation, data protection, computer misuse, copyright, creative commons etc.
Secured	You can create an algorithm to solve a problem. You will then use this to create a flow chart using the correct symbols.	You can develop scripts of code and improve through feedback. You understand the difference between 'while' loop and 'for' loop. You can calculate Binary.	You can describe the role of the software components. You can explain the process of the CPU and i.e.: Fetch, Decode, Execute.	You can use a variety of editing software to manipulate images with justification, considering file format. You can describe the representation of the media products using examples.	You can design digital artefacts with appropriate validation routines to ensure trustworthiness of data. You are able to identify the reliability of a website.
Exceeded	You can create basic Pseudocode.	You can design and write nested programs using Scratch.	You can explain the relationships between resolution, colour depth and file size etc. You can explain the differences between WANs, and LANs.	You can demonstrate imaginative application of pre-production, production and post production skills.	You can explain the technology of the future and the benefits.

	TERM 1	
	DATE	MARK
	END OF TERM	

	TERM 2	
	DATE	MARK
	END OF TERM	

	TERM 3	
	DATE	MARK
	END OF YEAR	

