

Year 7 THRESHOLD CRITERIA

COMPUTING

	AO1	AO2	AO3	AO4	AO5
	Planning & Algorithms	Software Techniques	Testing and Evaluating	Technical Knowledge	Programming & Development
EXCELLENT	<p>I can create a detailed plan for a Kodu game including detailed code sequences for each object.</p> <p>My algorithms are a detailed and accurate solution to the problem.</p> <p>My pseudocode is clear, detailed and completely matches my finished program.</p> <p>I can use problem solving skills in a wide range of complex problems</p>	<p>I can include a range of appropriate media from different sources to suit the purpose and audience.</p> <p>I can use a wide range of appropriate formatting tools (including number types & text alignment) in my spreadsheet to make it consistent and easy to read.</p> <p>I can also explain accurately how an IF function works.</p> <p>I can create charts independently to show a range of different data.</p>	<p>I can use the internet to research and solve problems I have had with my code.</p> <p>I can use the internet to research and solve problems I have had with my code.</p>	<p>I can correctly identify and explain a wide range of input and output devices.</p> <p>I can correctly identify and explain clearly in my own words all of the main parts of a computer.</p> <p>I have a good understanding of why computers use binary and I can confidently decode binary to decimal, decimal to binary and binary to ASCII.</p> <p>I can name 4 different network topologies and can identify the advantages and disadvantages of 2 of these.</p> <p>I can confidently explain variables, rules and formulae, accurately identify them in a model and explain their value in spreadsheet modelling.</p>	<p>I can use untaught programming skills to create code in my game.</p> <p>I can confidently use a range of variables in my code.</p> <p>I can use multiple IF statements using ELSEIF.</p> <p>I can use loops appropriately in my own code.</p> <p>I can independently learn and use new code.</p> <p>I can use untaught programming skills to create a wide range of complex code for my micro:bit.</p> <p>I can confidently debug a range of other's and my code.</p>
PROFICIENT	<p>I can plan a Kodu game giving a clear idea of the aim of the game, its objects and how it will work.</p> <p>I can break a problem down into clear step by step instructions for multiple objects.</p> <p>I can write clear pseudocode that mostly matches my finished program.</p> <p>I can break a problem down</p>	<p>I can include appropriate media in my documents to suit the purpose and audience.</p> <p>I can also use appropriate number formatting tools to make my data easy to understand.</p> <p>I can use formulae and functions accurately in my spreadsheet.</p> <p>I can accurately create a clear</p>	<p>My finished game works well with few if any errors.</p> <p>My finished code works well with few if any errors.</p>	<p>I can correctly identify and explain key and additional input and output devices.</p> <p>I can correctly identify and explain all of the main parts of a computer.</p> <p>I have some understanding of why computers use binary and I can confidently convert decimal numbers to binary and binary to decimal.</p> <p>I understand the advantages</p>	<p>I can program sequences of code for multiple objects and use selection in my code.</p> <p>I can change a number variable using mathematical operators such as +, -, *, /</p> <p>I can use multiple comparisons by using AND / OR commands.</p> <p>I can use WHILE loops to repeat my code while something is true.</p>

	into clear step by step instructions to solve complex problems.	chart using multiple data and containing a suitable title and axis labels.		and disadvantages of computer networks and can name at least 2 different network topologies. I can accurately identify variables, rules and formulae in a spreadsheet model.	I can create a complex program that uses many techniques and functions correctly. I can create a range of complex code and use variables and selection confidently. I can clearly explain how a wide range of code works and debug code.
DEVELOPING	I can create a game plan explaining how it will work. I can break a problem down into step by step instructions for more than one object. I can write simple pseudocode that partly matches my finished program. I can break a problem down into clear step by step instructions to solve problems.	I can use text and images in my documents that partly suit the purpose and audience. I can also use fill colour and cell borders to make my spreadsheet clearer. I can use formulae in my spreadsheet independently but these might not always be accurate. I can create a chart with a title and/or axis labels, but this may contain errors.	My finished game mostly works with some errors. My finished code mostly works with some errors.	I can correctly identify and explain key input and output devices. I can correctly identify and explain most of the main parts of a computer. I have a basic understanding of why computers use binary and can convert decimal numbers to binary. I can identify different types of network and where they are best used. I have some understanding of the advantages and disadvantages of computer networks. I can explain at least 2 of variables, rules and formulae.	I can program sequences of code for more than one object. I assign values to variables by having the user input data. I can use ELSE statements in my code to run instructions IF the condition is not true. I can use a FOR loop to repeat code a specified amount of times. I can make a program that carries out multiple functions correctly. I can create a range of code and use input events to make my code run when an action occurs on my micro:bit. I can clearly explain how different code works.
ACQUIRING	I can give an idea of what my game will be like. I can show simple step by step instructions for one object. I can write simple pseudocode.	I can use text and images in my documents. I can use simple formatting (bold, text size & colour) in my spreadsheet. I can enter formulae in my spreadsheet with help.	My finished game has errors. My finished code has errors.	I can identify some input and output devices. I can identify some of the main parts of a computer. I have a limited understanding of why computers use binary.	I can program a sequence of code for one object. I can use variables by assigning values to them. I can use a simple IF statement to make my program run different

	<p>I can use step by step instructions to solve simple problems</p>	<p>I can create a simple chart.</p>		<p>I can identify different types of network. I can explain what a spreadsheet model is.</p>	<p>instructions based on a condition. I can use simple loops in my code that repeat the same code more than once. I can make a simple program that carries out simple functions. I can create simple code and use loops to make commands repeat. I can explain how simple code works.</p>
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