	AO1	AO2	AO3	AO4	AO5
	Planning & Algorithms	**Software Techniques**	**Testing and Evaluating**	**Technical Knowledge**	**Programming & Development**
Excellent	2. I can create a detailed plan for a Kodu game including detailed code sequences for each object. 2. My algorithms are a detailed and accurate solution to the problem.	1. I can create a comprehensive and fully organised folder structure with meaningful named files saved within it. 1. I can confidently work with files and understand the difference between 'save' and 'save as'. 1. I can create a professional looking Word document using consistent formatting. 4. I can include a range of appropriate media from different sources to suit the purpose and audience. 5. 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. 5. I can also explain accurately how an IF function works. 5. I can create charts independently to show a range of different data.	2. I can use the internet to research and solve problems I have had with my code.	4. I can correctly identify and explain a wide range of input and output devices. 4. I can correctly identify and explain clearly in my own words all of the main parts of a computer. 4. 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. 4. I can name 4 different network topologies and can identify the advantages and disadvantages of 2 of these. 5. I can confidently explain variables, rules and formulae, accurately identify them in a model and explain their value in spreadsheet modelling.	2. I can use untaught programming skills to create code in my game.
Proficient	2. I can plan a Kodu game giving a clear idea of the aim of the game, its objects and how it will work. 2. I can break a problem down into clear step by step instructions for multiple objects.	1. I can create an organised folder structure and save files within it. 1. I can print, copy, move, delete and re-name files. 1. I can use more advanced formatting tools in a Word document and organise screenshots clearly. 4. I can include appropriate media in my documents to suit the purpose and audience. 5. I can also use appropriate number formatting tools to make my data easy to understand. 5. I can use formulae and functions accurately in my spreadsheet. 5. I can accurately create a clear chart using multiple data and containing a suitable title and axis labels.	2. My finished game works well with few if any errors.	4. I can correctly identify and explain key and additional input and output devices. 4. I can correctly identify and explain all of the main parts of a computer. 4. I have some understanding of why computers use binary and I can confidently convert decimal numbers to binary and binary to decimal. 4. I understand the advantages and disadvantages of computer networks and can name at least 2 different network topologies. 5. I can accurately identify variables, rules and formulae in a spreadsheet model.	2. I can program sequences of code for multiple objects and use selection in my code.

Developing	2. I can create a game plan explaining how it will work. 2. I can break a problem down into step by step instructions for more than one object.	1. I can name folders appropriately and create sub-folders. 1. I can create and save files with appropriate filenames. 1. I can make a well formatted Word document including screenshots. 4. I can use text and images in my documents that partly suit the purpose and audience. 5. I can also use fill colour and cell borders to make my spreadsheet clearer. 5. I can use formulae in my spreadsheet independently but these might not always be accurate. 5. I can create a chart with a title and/or axis labels, but this may contain errors.	2. My finished game mostly works with some errors.	4. I can correctly identify and explain key input and output devices. 4. I can correctly identify and explain most of the main parts of a computer. 4. I have a basic understanding of why computers use binary and can convert decimal numbers to binary. 4. I can identify different types of network and where they are best used. 4. I have some understanding of the advantages and disadvantages of computer networks. 5. I can explain at least 2 of variables, rules and formulae.	2. I can program sequences of code for more than one object.
Acquiring	2. I can give an idea of what my game will be like. 2. I can show simple step by step instructions for one object.	1. I know how to make folders. 1. I can create and save files. 1. I can make a Word document using simple formatting. 4. I can use text and images in my documents. 5. I can use simple formatting (bold, text size & colour) in my spreadsheet. 5. I can enter formulae in my spreadsheet with help. 5. I can create a simple chart.	2. My finished game has errors.	4. I can identify some input and output devices. 4. I can identify some of the main parts of a computer. 4. I have a limited understanding of why computers use binary. 4. I can identify different types of network. 5. I can explain what a spreadsheet model is.	2. I can program a sequence of code for one object.