Computing Year 7	Computational Thinking (Problem solving & algorithms)	Information Technology (Using a computer proficiently)	Digital Literacy (Use in everyday life, work, creative expression, communication, collaboration and Privacy, Legal and Ethical practices)	Creative Media (Combines artistry, technology and storytelling to create captivating visual and audio content)
Developing	 I can mostly understand and trace simple algorithms. I can create a simple flowchart showing input, process & output. I can mostly identify the symbols and shapes used in a flowchart. I can mostly identify input, process and output blocks in Scratch. I can, with prompts, define what is meant by input, process and output. I can define what a variable is. I can create a variable in Scratch with help. I can mostly use operators to adjust how data and calculations work together. I can try to predict what will happen when using operators and will get this right occasionally. I can mostly use outputs to guide the user's actions and show resulting actions. I can, with examples to follow, use a decision loop in a program with more than one possible outcome. I can understand commands in Python Turtle. I can understand and use iteration in an algorithm (FOR and WHILE loops). I can attempt to make a prediction about the output from entered code. I recognise when algorithms are repeating. I can attempt to create at least one pattern using repeating algorithms (honeycomb, Tessellating images). 	 I can use word processors and spreadsheets for simple tasks. I can use both desktop computers and Chromebooks. I am able to access appropriate tools to complete tasks. I am able to use email to send, receive and reply to messages. I can collect and present data using basic software tools. I can mostly identify key structures in a spreadsheet. I can mostly locate a cell using a cell address. I can give a simple explanation about the purpose of a spreadsheet. I can present simple information in a spreadsheet. I can use a simple formula to carry out calculations automatically. 	 I understand and can apply basic principles of safe and responsible technology use. I am aware of the implications of my online actions and maintain a basic digital footprint. I understand some of the risks and benefits of using AI in everyday life. I can, with help, report concerns online. I can, with help, work collaboratively. I can create simple, digital artefacts. I can create a simple mood board. I understand what a client brief is. I can work to a basic client brief. I can generate a simple mind map. 	 I can create basic shapes using vector graphics using Inkscape. I can scale basic shapes to suit a purpose using Inkscape. I can colour basic shapes using Inkscape. I can combine shapes to create a basic character. I can create backgrounds for a game concept. I can create simple rules for a game concept. I can determine simple game mechanics. I can explain the objective of my game concept in simple terms. I can evaluate projects against a rubric, identifying simple improvements.











Computing Year 7	Computational Thinking (Problem solving & algorithms)	Information Technology (Using a computer proficiently)	Digital Literacy (Use in everyday life, work, creative expression, communication, collaboration and Privacy, Legal and Ethical practices)	Creative Media (Combines artistry, technology and storytelling to create captivating visual and audio content)
Securing	 I can understand and trace algorithms. I can create a clear flowchart showing input, process and output. I can identify the symbols and shapes used in a flowchart. I can identify input, process and output blocks in Scratch. I can define what is meant by input, process and output. I can define what a variable is and why it is needed. I can create a variable in Scratch. I can use operators to adjust how data and calculations work together. I can predict what will happen when using operators. I can use outputs to guide the user's actions and show resulting actions. I can use a decision loop in a program with more than one possible outcome. I can understand and successfully use commands in Python Turtle. I can understand and use iteration in an algorithm (FOR and WHILE loops). I can make a prediction about the output from entered code. I can identify repeating algorithms. I can create at least one pattern using repeating algorithms (honeycomb, Tessellating images). 	 I can use productivity software for intermediate tasks (functions and formulae in spreadsheets, database queries). I can create and edit more complex digital content, e.g. using graphic editing software. I can analyse and interpret data using software tools, drawing appropriate conclusions based on patterns and trends identified. I can combine the use of different software and tools in the creation of a single appropriate product which meets needs. I can integrate AI tools into projects to enhance their functionality. I can identify key structures in a spreadsheet. I can explain the purpose of a spreadsheet. I can present information in a spreadsheet. I can use a formula to carry out calculations automatically. 	 I demonstrate safe and responsible use of technology with consistency. I reflect on and manage my digital footprint effectively. I can discuss the impact of AI on society and jobs. I can independently report concerns online. I can independently establish a document to work collaboratively. I can create unique digital artefacts. I can create a mood board showing typography, colour schemes and images. I can explain what a client requires from reading a client brief. I can meet most of the needs of a client based on a client brief. I can generate a logical and informative mind map. 	 I can create and manipulate shapes using vector graphics using Inkscape. I can scale shapes to suit a purpose using Inkscape using shortcut keys. I can colour basic shapes with solid or gradient fill using Inkscape. I can combine and layer shapes to create a character. I can create 2D backgrounds with layering and texture for a game concept. I can create clear rules for a game concept. I can determine game mechanics and controls needed for a game concept. I can clearly explain the objective of my game concept. I can evaluate projects against a rubric, identifying possible improvements.











Computing Year 7	Computational Thinking (Problem solving & algorithms)	Information Technology (Using a computer proficiently)	Digital Literacy (Use in everyday life, work, creative expression, communication, collaboration and Privacy, Legal and Ethical practices)	Creative Media (Combines artistry, technology and storytelling to create captivating visual and audio content)
Extending	 I can confidently understand and trace simple algorithms. I can create a complex flowchart showing multiple input, process & output components. I can confidently identify the symbols and shapes used in a flowchart. I can clearly identify input, process and output blocks in Scratch. I can confidently define what is meant by input, process and output. I can confidently define what a variable is, why it is needed and give an example of this. I can independently create a working variable in Scratch. I can independently use operators to adjust how data and calculations work together. I can correctly predict what will happen when using operators. I can clearly use outputs to guide the user's actions and show resulting actions. I can confidently use a decision loop in a program with more than one possible outcome. I can understand and demonstrate successfully using commands in Python Turtle. I can understand and successfully use appropriate iteration in an algorithm (FOR and WHILE loops). I can accurately make a prediction about the output from entered code. I can identify where repeating code starts and ends. I can create complex patterns using repeating algorithms (honeycomb, Tessellating images). 	 I can use advanced features of productivity software for complex tasks (macros, advanced data analysis such as pivot tables, etc.). I can produce high-quality digital media that match a client brief and meet the needs of a specific target audience. I can conduct comprehensive data analysis projects and can produce recommendations based on this analysis. I can confidently identify key structures in a spreadsheet. I can explain how to locate a cell using a cell address. I can purposefully explain the purpose of a spreadsheet. I can confidently present information in a spreadsheet. I can confidently use a formula to carry out calculations automatically. 	 I lead by example in using technology safely and responsibly. I advocate for positive online behaviour and can explain how to build a positive digital footprint. I analyse and debate complex ethical and legal issues related to technology. I produce and share critical evaluations of digital content. I can independently report concerns online and help others to do so. I can assist others in setting up a document in order to work collaboratively. I can create complex and unique digital artefacts. I can create a cohesive and informative mood board showing typography, colour schemes and images. I can clearly explain client expectations from a client brief. I can meet all the needs of a client, based on a client brief. I can generate a logical and informative mind map which addresses all required aspects of a project. 	 I can create and manipulate shapes using vector graphics using Inkscape. I understand the difference between vector and raster (bitmap) graphics. I can scale shapes to suit a purpose using Inkscape using shortcut keys. I can colour basic shapes with solid or gradient fill using Inkscape and can outline and shade these shapes. I can combine and layer shapes to create a character and group these to facilitate scaling. I can create 2D backgrounds with layering for a game concept and adjust the order of elements to sit in front or behind objects. I can create clear and succinct rules for a game concept. I can determine game mechanics and controls needed for a game concept. I can clearly explain the objective of my game concept and place this within a real-world scenario. I can evaluate projects against a rubric, identifying and correcting areas of improvement.











Computing Year 8	Computational Thinking (Problem solving & algorithms)	Information Technology (Using a computer proficiently)	Digital Literacy (Use in everyday life, Work and creative expression, Communication and collaboration, Privacy, Legal and Ethical practices)	Creative Media (Combines artistry, technology and storytelling to create captivating visual and audio content)
Developing	 I can code Scratch to give basic responses to user input. I can identify most of the different types of data used in Python. I can use Python to create simple programs. I can explain what the simple decision statements are doing. I can use a simple decision statement which result in differing responses. I can create a simple ChatBot in Python. 	 I can explain the purpose of a spreadsheet. I can locate a cell using a cell address. I can research information on the internet. I can gather data and enter this into a simple spreadsheet. I can identify some parts of a spreadsheet. I can use the autofill button, with guidance, to create known series of information. I can create simple yet informative materials for differing audiences. I can use at least 2 applications to present information to others. I have an understanding of why binary is used in computing. I can convert some binary numbers into denary and vice versa. I can read an ASCII table and tell you what the denary representation for a character is. I can state where my personal information may be stored on at least one database. I can create a simple database for information. I can use the query wizard to find information in a database. 	 I demonstrate safe and responsible use of technology for most of the time. I can work collaboratively. I can locate and use creative common digital artefacts with help. I mostly save my work in my own area on the computer. I can keep a simple record of resources used from the internet. I can talk about what a target audience is. 	 I can state some of the differences between a vector and bitmap graphic. I can combine images in a graphic application with help. I can follow instructions given to cover the majority of the requirements for a graphic. I can read and understand a simple rubric with set success criteria. I can evaluate projects against a simple rubric, identifying some possible improvements.











Computing Year 8	Computational Thinking (Problem solving & algorithms)	Information Technology (Using a computer proficiently)	Digital Literacy (Use in everyday life, Work and creative expression, Communication and collaboration, Privacy, Legal and Ethical practices)	Creative Media (Combines artistry, technology and storytelling to create captivating visual and audio content)
Securing	 I can confidently code Scratch to give basic responses to user input. I can identify the different types of data used in Python. I can use Python to create working programs. I can explain what the decision statements are doing and how this is taking place. I can use a simple decision statement which results in differing responses based on user input. I can create a working ChatBot in Python. I can debug a program to make it work. 	 I can confidently explain the purpose of a spreadsheet. I can locate a cell using a cell address and describe the coordinates needed. I can research reliable information on the internet from several sources. I can gather reliable data and enter this into a spreadsheet. I can identify all parts of a spreadsheet. I can use the autofill button to create known series of information and can explain what it does. I can create eye-catching and informative materials for differing audiences I can choose the best applications to create and present information to others I understand why binary is used in computing. I can convert binary numbers into denary and vice versa. I can use ASCII to convert text into a binary number and vice versa. I can state where my personal information may be stored on UK based databases. I can create a database for information. I can use the query tool to find information in a database. 	 I demonstrate safe and responsible use of technology. I can confidently work collaboratively. I can locate and use creative commons digital artefacts. I save my work in my own area on the computer. I can keep a record of resources used from the internet. I can discuss and elaborate on what a target audience is. 	 I can clearly state the difference between a vector and bitmap graphic. I can combine images in a graphic application. I can follow instructions given in a brief to create a required graphic. I can read and understand a rubric with set success criteria and act on this. I can evaluate projects against a rubric, identifying possible improvements and acting on this.











Computing Year 8	Computational Thinking (Problem solving & algorithms)	Information Technology (Using a computer proficiently)	Digital Literacy (Use in everyday life, Work and creative expression, Communication and collaboration, Privacy, Legal and Ethical practices)	Creative Media (Combines artistry, technology and storytelling to create captivating visual and audio content)
Extending	 I can code Scratch to give basic responses to user input and mentor others on this. I can identify and explain uses of the different types of data used in Python. I can use Python to create complex working programs. I can explain what the decision statements are doing and how this is taking place. I can use a simple decision statement which results in differing responses based on user input. I can create a working ChatBot in Python. I can debug a program to make it work. 	 I can confidently explain the purpose of a spreadsheet and identify real life examples of spreadsheet use. I can locate a cell using a cell address and describe the coordinates needed. I can research reliable information on the internet from several sources and state why they are to be trusted. I can gather reliable data and enter this accurately into a spreadsheet. I can confidently identify all parts of a spreadsheet. I can use the autofill button to create known series of information and can explain what it does and what it cannot do. I can create eye catching and informative materials for differing audiences and be able to explain rationales for choices made. I can choose the correct applications with which to create and present information to others clearly. I clearly understand why binary is used in computing and can talk about the process of converting from denary to binary and vice versa. I can confidently convert binary numbers into denary and vice versa and mentor others. I can use ASCII to convert text into a binary number and vice versa and mentor others. I can state where my personal information may be stored on databases and the reason for this. I can confidently create a database. I can confidently use the query and sort tool to find information in a database. 	 I consistently demonstrate safe and responsible use of technology. I can confidently work collaboratively and mentor others on this. I can confidently locate and use creative commons digital artefacts. I consistently save my work in my own area on the computer. I can keep an accurate record of resources used from the internet. I can confidently discuss and elaborate on what a target audience is and explain some of the demographic groups. 	 I can confidently state the differences between a vector and bitmap graphic. I can combine multiple images in a graphic application. I can meet the requirements set by others for a required graphic. I can read, interpret and comply with a rubric with set success criteria. I can evaluate projects against a rubric, identifying improvements and giving a rationale as to why they needed improving on.









