

COMPUTING BROCKINGTON COLLEGE

ABILITY BAND AND ASSESSMENT POINT DESCRIPTORS

Computing Year 7 AP1

Computer Science
 Information Technology
 Digital Literacy

Ability Band 3	Ability Band 2	Ability Band 1
<ul style="list-style-type: none"> • Solve problems by decomposing them into smaller parts • Use selection in programs • Work with variables • Use logical reasoning to explain how some simple algorithms work • Use logical reasoning to detect and correct errors in algorithms • Understand computer networks including the internet • Appreciate how search results are ranked 	<ul style="list-style-type: none"> • Write programs that accomplish specific goals • Use sequence in programs • Work with various forms of input • Work with various forms of output 	<ul style="list-style-type: none"> • Understand what algorithms are • Create simple programs
<ul style="list-style-type: none"> • Combine a variety of software to accomplish given goals • Select use and combine software on a range of digital devices • Analyse data • Evaluate data • Design and create systems 	<ul style="list-style-type: none"> • Use search technologies effectively • Use a variety of software to accomplish given goals • Collect information • Design and create content • Present information 	<ul style="list-style-type: none"> • Use technology purposefully to create digital content. • Use technology purposefully to store digital content. • Use technology purposefully to retrieve digital content.
<ul style="list-style-type: none"> • Understand the opportunities computer networks offer for collaboration • Be discerning in evaluating digital content 	<ul style="list-style-type: none"> • Use technology responsibly • Identify a range of ways to report concerns about contact 	<ul style="list-style-type: none"> • Use technology safely. • Keep personal information private. • Recognise common uses of information technology beyond school.

Computing Year 7 AP2

Ability Band 3	Ability Band 2	Ability Band 1
<ul style="list-style-type: none"> • Use computational abstractions • Model state of real world problems • Use a programming language to solve computational problems • Understand simple Boolean logic • Understand how numbers can be represented in binary 	<ul style="list-style-type: none"> • Design programs that accomplish specific goals • Design and create program • Debug programs that accomplish specific goals • Use repetition in programs • Control or simulate physical systems 	<ul style="list-style-type: none"> • Understand that algorithms are implemented as programs on digital devices • Understand that programs execute by following precise and unambiguous instructions
<ul style="list-style-type: none"> • Combine a variety of software to accomplish given goals • Select use and combine software on a range of digital devices • Analyse data • Evaluate data • Design and create systems 	<ul style="list-style-type: none"> • Select a variety of software to accomplish given goals • Select, use and combine internet services • Analyse information • Evaluate information • Collect data • Present data 	<ul style="list-style-type: none"> • Use technology purposefully to organise digital content • Use technology purposefully to manipulate digital content
<ul style="list-style-type: none"> • Understand a range of ways to use technology respectfully • Recognise inappropriate content • Recognise inappropriate contact • Recognise inappropriate conduct • Know how to report concerns • Reuse digital artefacts for a given audience • Attend to usability of digital artefacts • Understand a range of ways to use technology safely 	<ul style="list-style-type: none"> • Understand the opportunities computer networks offer for communication • Identify a range of ways to report concerns about content • Recognise acceptable / unacceptable behaviour 	<ul style="list-style-type: none"> • Use technology respectfully • Identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies