Computing (Year 8)

	Initial – a student who is still initial will be able to partially meet some of the following with support:	Emerging – a student whose understand ing is still emerging will be able to:	Developing – a student whose understanding is developing will also be able to:	Secure – a student whose understanding is secure will also be able to:	Advanced – a student whose understandin g is advanced will be able to do some of the following:	Mastered – a student who has mastered their understanding will be able to do all of the following consistently:
Programming and Development	Is able to use text based and graphical based programming methods. Can use if, then and else statements to create programs. Appreciates the need to debug programmes in orderto create a working programme.		Is able to use text based and graphical based programming methods. Understands the difference between, and appropriately uses if, then and else statements. Designs, writes and with support debugs their own programmes.	Is able to use text based and graphical based programming methods. Is able to use predefined functions by parsing parameters to them in order to achieve a specific outcome. Is able to use if, then and else structures confidently to create programmes with multiple outcomes. Is as able to detect and correct syntactical errors in their code.	Is able to use text based and graphical programming methods. Can use sequence, selection, and iterative structures to write efficient code. Is confident in the process of detecting and correcting errors in their code.	

Data and Data Representation	Understands the difference between data and information.	Knows that digital computers use binary to represent all data. Understands how bit patterns represent numbers and images. Knows that computers transfer data in binary.	Understands how numbers, images, sounds and character sets use the same bit patterns. Performs simple operations using bit patterns e.g. binary addition. Understands the relationship between binary and file size (uncompressed).	Knows the relationship between data representation and data quality. Understands the relationship between binary and electrical circuits, including Boolean logic. Understands how and why values are data typed in many different languages when manipulated within programmes.
Hardware and Processing	Understands why and when computers are used. Understands the main functions of the operating system. Knows the difference between physical, wireless and mobile networks.	Recognises and understands the function of the main internal parts of basic computer architecture. Knows that there is a range of operating systems and application software for the same hardware.	Be aware of the von Neumann architecture in relation to the fetch- execute cycle, including how data is stored in memory. Uses technologies and online services securely, and knows how to identify and report inappropriate conduct.	Knows that processors have instruction sets and that these relate to low-level instructions carried out by a computer.
Communications and Networks	Understands how to effectively use search engines, and knows how search resultsare selected, including that search engines use 'web crawler programs'. Selects, combines and uses internet services. Demonstrates responsible useof technologies and online services, and knows a range ofways to report concerns.	Understands how search engines rank search results. Understands how to constructstatic web pages using HTML and CSS. Understands data transmission between digital computers over networks, including the internet ie IP addresses and packet switching.	Knows the names of hardware e.g. hubs, routers, switches, and the names of protocols associated with networking computer systems.	Knows the purpose of the hardware and protocols associated with networking computer systems. Understands the client-server model including how dynamic web pages use server-side scripting and that web servers process and store data entered by users. Recognises that persistence of data on the internet requires careful protection of online identity and privacy.

IT	Makes judgements about digital	Evaluates the appropriatenessof	Justifies the choice of and	Undertakes creative projects that
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	content when evaluating and	digital devices, internet services	independently combines and	collect, analyse, and evaluate
	repurposing itfor a given	and application software to	uses multiple digital devices,	data to meet the needs of a
	audience.	achieve given goals.	internet services and	known user group. Effectively
	Recognises the audience when	Recognises ethical issues	application software to achieve	designs and createsdigital
	designing and creatingdigital	surrounding the application of	given goals.	artefacts for a wider or remote
	content.	information technology beyond	Evaluates the trustworthinessof	audience.
	Understands the potential of	school.	digital content and considers	Considers the properties of
	information technology for	Designs criteria to critically	the usability of visual design	media when importing them
	collaboration when computers	evaluate the quality of	features when designing and	into digital artefacts.
	are networked.	solutions, uses the criteria to	creating digital artefacts for a	Documents user feedback, the
	Uses criteria to evaluate the	identify improvements and can	known audience.	improvements identified and the
	quality of solutions, can	make appropriate refinements	Identifies and explains how	refinements made to the
	identify improvements making	to the solution.	the use of technology can	solution.
	some refinements tothe		impact on society.	Explains and justifies how the
	solution, and future solutions.		Designs criteria for users to	use of technology impacts on
			evaluate the quality of	society, from the perspective of
			solutions, uses the feedback	social, economic, political, legal,
			from the users to identify	ethical and moral issues.
			improvements and can make	
			appropriate refinements to	
			the solution.	