

Computing KS3 Assessment - Silver

Year 7

Year 7 have one lesson of Computing each week. In Year 7 the aim is to enable the girls to develop the basic skills and knowledge in Computing and digital technologies. They will be taught how to become digital citizens and to develop a range of skills. There is also a great emphasis on teaching them how to stay safe online and to protect themselves. The Computing curriculum has been designed to cover the three main areas of Digital Literacy, Computer Science and Information Technology.

Topics include: Goodnotes, using computers safely and responsibly, Algorithms and computational thinking, programming.

Overview	Knowledge: What will they learn?	Skills: Understanding - What will they be able to do?	Literacy - Key Terminology	Assessment
Aut1 - Folder Structure/ E-Safety, Using Computers	Rules and expectations in the Computer Science Classroom. E-safety and digital citizenship.	Create an organized folder structure in GoodNotes. Import and export files effectively. Understand and apply e-safety practices. Create a mind map of top ten computer science jobs.	Rules, Expectations, Login, Systems, Email, Usernames, Seating Plan, GoodNotes, Folder Structure, Backup, Import, Export, E-Safety, Digital Citizenship	Baseline Assessment. End of unit assessment.
Silver	<p>What measurable criteria will you use to determine who is Above Expected, Expected, Below Expected, Cause for Concern? Using the average of assessed work for this term. However, the baseline test will not be taken into account at this stage, because it is a measure at the start of the course and will differ according to prior knowledge and primary school Computing lessons.</p> <ul style="list-style-type: none"> • Above Expected: 75%+ • Expected: 45%-74% 			

	<ul style="list-style-type: none"> Below expected: 25% - 44% Cause for concern < 25% 			
Aut2 - Google Drive, Docs, Gmail	Intermediate knowledge of Google Workspace, cloud computing. Document creation and email communication.	Create and manage a folder structure in Google Drive. Create and format detailed documents in Google Docs. Use Gmail effectively for communication. Collaborate on documents in real-time.	Google Workspace, Cloud Computing, Google Drive, Google Docs, Gmail, Collaboration, Real-time Editing	End of unit assessment.
Silver	<p>What measurable criteria will you use to determine who is Above Expected, Expected, Below Expected, Cause for Concern? Using the average of assessed work for this term. However, the baseline test will not be taken into account at this stage, because it is a measure at the start of the course and will differ according to prior knowledge and primary school Computing lessons.</p> <ul style="list-style-type: none"> Above Expected: 75%+ Expected: 45%-74% Below expected: 25% - 44% Cause for concern < 25% 			
Spr1 - Google Slides	Creating effective presentations. Design and layout techniques.	Create and design detailed presentations using Google Slides. Incorporate multimedia and use basic animations and transitions. Add speaker notes and comments.	Presentation, Google Slides, Design, Layout, Multimedia, Animation, Transition, Speaker Notes, Comments	Project-based assessment. Students create and present a detailed slide deck. End of unit assessment.

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Spr2 - Understanding Computers	Detailed understanding of computer hardware and software. Information processing.	Identify and explain functions of computer components. Understand the role of operating systems and software applications. Differentiate between types of software (system software vs. application software).	Hardware, Software, CPU, RAM, Storage, Operating System, Application, Processing, System Software, Application Software	Quiz and practical task to identify parts and functions of a computer. End of unit assessment.
Sum1 - Flow Charts / Algorithms	Development of algorithms and flowcharts for problem-solving.	Create and interpret detailed flowcharts. Develop intermediate algorithms to solve problems. Debug and optimize basic algorithms.	Algorithm, Flowchart, Process, Decision, Input, Output, Loop, Debugging, Optimization	Project-based assessment. Students create detailed flowcharts and algorithms and debug simple problems. End of unit assessment.
Silver	<p>What measurable criteria will you use to determine who is Above Expected, Expected, Below Expected, Cause for Concern? Using the average of assessed work for this term. However, the baseline test will not be taken into account at this stage, because it is a measure at the start of the course and will differ according to prior knowledge and primary school Computing lessons.</p>			

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Sum2 - Swift Playgrounds	Intermediate programming concepts using Swift Playgrounds app. Understanding and applying loops and conditionals.	Write intermediate programs in Swift Playgrounds. Complete challenges like "Loops", "Conditionals", and "Logical Operators". Debug simple code.	Swift, Programming, Code, Loop, Conditional, Logical Operators, Debugging, Swift Playgrounds	Practical coding assessment. Students complete intermediate programming tasks in Swift Playgrounds, focusing on loops, conditionals, and debugging.
Silver	<p>What measurable criteria will you use to determine who is Above Expected, Expected, Below Expected, Cause for Concern? Using the average of assessed work for this term. However, the baseline test will not be taken into account at this stage, because it is a measure at the start of the course and will differ according to prior knowledge and primary school Computing lessons.</p> <ul style="list-style-type: none"> • Above Expected: 75%+ • Expected: 45%-74% • Below expected: 25% - 44% • Cause for concern < 25% 			

Literacy - Key Terminology Overview

Overview	Literacy - Key Terminology	Definitions and Examples
Aut1 - Folder Structure / E-Safety, Using Computers	Rules, Expectations, Login, Systems, Email, Usernames, Seating Plan, GoodNotes, E-Safety, Folder Structure, Backup, Import, Export	Rules & Expectations: Guidelines for behavior and work (e.g., no food near computers). E-Safety: Staying safe online (e.g., not sharing personal information). Folder Structure: Organizing files logically (e.g., creating "Homework" and "Projects" folders).
Aut2 - Google Drive, Docs, Gmail	Google Workspace, Cloud Computing, Google Drive, Google Docs, Gmail	Google Drive: A cloud-based storage system (e.g., saving and accessing files from any device). Google Docs: An online word processor (e.g., writing reports collaboratively).
Spr1 - Google Slides	Presentation, Google Slides, Design, Layout, Multimedia	Google Slides: A tool for creating presentations (e.g., making a slideshow about planets). Multimedia: Combining text, images, and videos (e.g., embedding a video in a slide).
Spr2 - Understanding Computers	Hardware, Software, CPU, RAM, Storage, Operating System, Application	Hardware: Physical components of a computer (e.g., keyboard, mouse). CPU: The brain of the computer that processes instructions (e.g., running apps). Operating System: Software that manages hardware and software (e.g., Windows or macOS).
Sum1 - Flowcharts / Algorithms	Algorithm, Flowchart, Process, Decision, Input, Output, Loop	Algorithm: A step-by-step process to solve a problem (e.g., instructions to make tea). Flowchart: A diagram to visualize algorithms (e.g., steps to log in to a website).
Sum2 - Swift Playgrounds	Swift, Programming, Code, Loop, Conditional, Swift Playgrounds, Commands, Sequencing	Swift Playgrounds: An app for learning to code (e.g., solving puzzles using Swift). Loop: Repeating instructions (e.g., making a character jump 5 times).