Subject: **Computing**   Year group: **7**

Core Content Overview:		
Development of Office software skills.	Introduction of visual and text based programming languages.	Introduction to flow diagrams
Introduction to hardware, software and input sensors	Programming of a microbit board	Understanding of eSafety issues.

Key Skills:
Typing skills Project design and planning Writing computer code Representing algorithms through flow diagrams.

GRADE	DESCRIPTOR
Yr 7 Grade 7	As a matter of course will produce high quality Office documents making good use of the available formatting options. Will be able to independently plan and develop a program making use of testing to solve a problem. Will be able to represent their programs diagrammatically though a flow diagram. Will be able to evaluate their work, commenting on its strengths and weaknesses.
Yr 7 Grade 4/5	Be confident in using the common formatting options in Office applications. Understand and use correctly technical terms to describe actions performed using hardware and software. Be able to independently use programming software to create code to perform a set task. Evaluate and comment on a project suggested meaningful improvements.
Yr 7 Grade 1	Know how to format work in the standard office applications. Be able to use basic technical terminology. Know how to use single lines of code to perform a set task. Have a basic understanding of the hardware and software associated with a PC.

Subject: **Computing**   Year group: **8**

Core Content Overview:		
Programming of a computer game using a range of techniques.	Study of emerging technology and how it may impact on our lives.	Use of Computer Aided Design software.
Design and implementation of a website.	The development of programming skills using a textual based language.	Understanding of eSafety issues.

Key Skills:		
Design and planning skills for project development. Literacy and evaluation skills. 3D visualisation skills. Graphical design skills. Development of programming vocabulary and techniques.		

GRADE	DESCRIPTOR
Yr 8 Grade 7	Will be confident in using a graphically based programming language to create a realistic and complex game. Will be confident in experimenting and independently problem solving programming issues. Will be able describe in some detail emerging technology and evaluate the impact both positive and negative on individuals and society. They will be able to independently make complex CAD models that match a design brief. They will design and create a high quality set of web pages for a given audience making use of a wide range of options and functions from within the web authoring software. They will be able to use a textual based programming language to produce a modular programme making efficient use of the options available.
Yr 8 Grade 4/5	Will be able to use a graphics based programming language to create a working game that records scores and has meaningful gameplay. Be able to describe emerging technology and suggest the advantages and disadvantages that it may bring. Will be able to use CAD software to produce realistic representations of buildings. Will make use of a wide range of the functions of web authoring software to create a set of linked webpages that meet a declared purpose. Will be able to use many of the options of a textual based programming language to design and create a programme.
Yr 8 Grade 1	Will be able to use a graphics based programming language to control a sprite through the keyboard. Be able to give examples of new technology and how it may affect their lives in the near future. Be able to draw simple 3 dimensional representations of a building using CAD software. Be able to use web authoring software to produce a simple set of linked web pages.

Subject: **Computing**   Year group: **9**

Core Content Overview:		
Production of apps that run on mobiles	Design and coding of programmes making use of textual based programming languages.	Production of a complex multi-application project.
Use of Flash software for graphics		Understanding of eSafety issues.

Key Skills:

Design and planning skills, Higher level coding skills, designing and integrating a variety of applications to complete an extended project, designing products to match specified users. Reviewing, critically analysing and evaluation of own and others products.

GRADE	DESCRIPTOR
Yr 9 Grade 7	Be able to independently produce mobile phone apps using a range of complex language constructs. Will be able to confidently design and write programmes for a specified purpose making use of a wide range of functions and procedures. Will be able to make efficient use of a range of options in graphics and animation software.
Yr 9 Grade 4/5	Be able to produce mobile phone apps using a range of functions and using some coding. Will be able to design and produce modular based programmes making use of a range of standard coding language constructs. Will design and create a substantial multimedia project that integrates the products from a number of separate applications.
Yr 9 Grade 1	Be able to use app authoring software to produce simple mobile phone apps for a particular purpose. With support will be able to create simple programmes using textual based programming software. Will create a project that makes use of a number of separate software applications.