



Year 7 Assessment Criteria SECRET AGENT

Computing 1 of 5 – Organising Yourself

Computing: school network and includes aspects of folders and files, and graphics, e-safety, sensible file and folder names, how to use a blogging service, and e-mail. work in small groups to create a piece of drama work relating to viruses. assessment task: Presenting everything learnt.

Literacy: Plan, draft, edit and proofread reflects the audiences and purposes. Consolidate and build. Speak confidently and effectively

Numeracy : ratio and proportion, Extend and formalise their knowledge. Use standard units of length.



Theme

Source: Eduschemes

PURPLE 6	70 Y	explain exactly how different privacy settings in different web services can protect users.	
	70 Y	independently create zipped folders, post them to a blog, and download and open other pupils'	
	70 Y	evaluate folder structures and make recommendations on how they could be restructured so that it is easier to find files. I am also able to restructure folders	
	70 Y	explain when to use zipped folders and able to restructure folders	
	70 Y	Identify audience and purpose for presentation	
	70 Y	Ideas presented in depth and detail.	
	70 Y	Uses full range of punctuation for meaningful effect including colons and semi-colons.	
	70 Y	Accurate spelling of complex vocabulary.	
BLUE 5	70 Y	communicate digitally by formatting and sending e-mails using contact lists.	
	70 Y	reply to the e-mails I get. I can also post files and images to a blog.	
	70 Y	explain the harm viruses cause.	
	70 Y	know what to do to prevent viruses.	
	70 Y	design suitable folder structures (including subfolders) and am able to move files into and out of the folders.	
	70 Y	Spelling mostly accurate. Units used correctly.	
	70 Y	Plan, draft, edit and proofread leaflet, presentation	
	70 Y	Identify audience and purpose for presentation	
GREEN 4	70 Y	create an e-mail account and sent an e-mail.	
	70 Y	post to a blog.	

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	70 Y	create folders.	
	70 Y	show that I can format text a number of different ways.	
	70 Y	learn lesson keywords and spellings	
YELLOW 3	70 Y	make a mindmap of the big picture for each lesson	
	70 Y	submit work in google classrooms	
	70 Y	open and send e-mail	
	70 Y	Accurate spelling of lesson keywords.	



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Computing 2 of 5 – Communication

Computing: Undertake creative projects that involve selecting, using, and combining multiple applications, preferably across a range of devices, to achieve challenging goals, including collecting and analysing data and meeting the needs of known users; Create, re-use, revise and re-purpose digital artefacts for a given audience, with attention to trustworthiness, design and usability.

Literacy: Learning new vocabulary, relating it explicitly to known vocabulary and understanding it with the help of context and dictionaries; Making inferences and referring to evidence in the text; Knowing the purpose, audience for and context of the writing and drawing on this knowledge to support comprehension; Checking their understanding to make sure that what they have read makes sense; Knowing how language, including figurative language, vocabulary choice, grammar, text structure and organisational features, presents meaning; Using Standard English confidently in their own writing and speech.

Numeracy : Order positive and negative integers; Use scale factors.

Theme Secret Agent

Source: Eduschemes

PURPLE 6	7CO	describe the advantages of different file types and can recommend different file types based on what they are to be used for, such as for a web page.	
	7CO	plan and create a multi-slide presentation with the audience in mind and use the slide master to ensure consistency	
	7CO	Understanding audience and purpose; analysing and improving a presentation.	
	7CO	virtual tour presentation; getting feedback and making improvements.	
	7CO	learning about copyright; inserting sound files into a presentation.	
	7CO	Understanding pixelation, experimenting with saving images in different formats.	
	7CO	understanding the purpose of the slide master; adding slide transitions and slide animations in a presentation.	
	7CO	give feedback to another student on Mission America presentation; produce your own evaluation report.	
BLUE 5	7CO	describe how and why I inserted a number of hyperlinks into my Mission America presentation.	
	7CO	explain how I made my Mission America presentation consistent, especially in terms the text, images and the colours used	

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	7CO	explain how and why I add slide transitions, animations and sound that are appropriate to the audience.	
	7CO	manipulate some of the images and can describe how and why I manipulated them.	
	7CO	Review of a 'poor presentation. Planning and building a virtual tour presentation	
	7CO	Gather suitable media files for a presentation.	
	7CO	Obtaining a satellite view of your school.	
	7CO	Identify audience and purpose for presentation	
GREEN 4	7CO	insert sound into my presentation	
	7CO	use appropriate images and colours on my slides	
	7CO	produce a design and created a multi-slide presentation.	
	7CO	Sourcing images for a presentation	
	7CO	learn lesson keywords and spellings	
YELLOW 3	7CO	make a mindmap of the big picture for understanding the purpose of the slide master	
	7CO	submit a virtual tour presentation in google classrooms	
	7CO	Able to put numbers in order in a timeline	
	7CO	Accurate spelling of lesson keywords.	



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Computing 3 of 5 – Visual Programming

Computing: Design, use and evaluate computational abstractions that model the state and behaviour of real-world problems and physical systems; Use two or more programming languages, [at least one of which is textual], to solve a variety of computational problems; Design and develop modular programs that use procedures or functions; Undertake creative projects that involve selecting, using, and combining multiple applications

Literacy: Writing for a wide range of purposes and audiences including notes; Summarising and organising material; Applying their [growing] knowledge of vocabulary, grammar and text structure to their writing; Paying attention to accurate grammar, punctuation and spelling.

Numeracy: Move freely between different numerical, [algebraic], graphical and diagrammatic representations; Identify variables; Begin to model situations mathematically; Order positive and negative integers, decimals and fractions; Use the number line as a model for ordering of the real numbers; Work with coordinates in all four quadrants;

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Source: Eduschemes

PURPLE 6	7VP	produced a fully working solution as required for the Mission Escape task and can explain what all scripts do..	
	7VP	evaluate the benefits of using information technology to produce a digital timeline as compared with producing a timeline using a pen and a ruler.	
	7VP	Introducing control systems including; inputs and outputs challenge using Scratch; simple introduction to flowcharts, input, output, and selection; extension task - manipulating outputs in Scratch.	
	7VP	Experimenting with the scratch user interface; using the keyboard to make sprites move based on a flowchart; animating sprite costumes; consolidation exercise.	
	7VP	Plotting precise locations on a grid; using flowcharts to move sprites using given coordinates; using x and y coordinates to accurately move sprites	
	7VP	Building a two player game; making sprites move with the arrow keys; getting sprites to interact with each other; using interactions to keep score	
	7VP	Design your Mission Escape simulation game.	
	7VP	Produce a report about the unit; introduction; design; build; evaluation write up.	
BLUE 5	7VP	set up interactions so that the secret agent sprites could collect other secret agents, and different items of equipment	
	7VP	familiar with the three basic logic structures (sequence, selection and loop) in computing and can explain where and why all three were used in my work.	
	7VP	able to work out the coordinates of specific location on the Scratch stage. I can produce accurate scripts to move sprites to specific coordinates	

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	7VP	understand the purpose of variables and set up variables to keep score	
	7VP	able to write accurate scripts to move sprites to specific coordinates, such as (150, -150), by understanding a flowchart.	
	7VP	thoroughly tested all of my different scripts and made any changes	
	7VP	explain how to write scripts so that a sprite can be controlled using a keyboard.	
	7VP	Playing games on the Scratch website to get ideas	
GREEN 4	7VP	worked out what a flowchart wanted me to do and wrote a sequence of instructions to do something	
	7VP	produced a customised background for a task.	
	7VP	using interactions to keep score	
	7VP	using flowcharts to move sprites using given coordinates	
YELLOW 3	7VP	learn lesson keywords and spellings	
	7VP	make a mindmap of the big picture on how scratch works	
	7VP	submit a simple scratch game in google classrooms	
	7VP	Able to read a flowchart to create code in Scratch	
	7VP	Accurate spelling of lesson keywords.	



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Computing 4 of 5-Modelling

Computing: Undertake creative projects that involve collecting and analysing data and meeting the needs of known users..

Literacy: Learning new vocabulary; Writing for a wide range of purposes and audiences, including: notes;

Numeracy : Select and use appropriate calculation strategies to solve increasingly complex problems; Use algebra to generalise the structure of arithmetic, including to formulate mathematical relationships; Move freely between different numerical, algebraic, graphical and diagrammatic representations; Make connections between number relationships and graphical representations; Develop their mathematical knowledge, in part through solving problems and evaluating the outcomes, including multi-step problems; Begin to model situations mathematically and express the results using a range of formal mathematical representations; Use a calculator and other technologies to calculate results accurately and then interpret them appropriately; Model situations or procedures by translating them into algebraic expressions or formulae and by using graphs; Interpret mathematical relationships both algebraically and graphically;

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Source: Eduschemes

PURPLE 6	7MO	Without any help from my teacher add new variables and rules to my model to make the output more accurate	
	7MO	check how well the Mission America Activity 2 Extension Exercise model works by comparing it with results worked out using a calculator..	
	7MO	Introduction to modelling; spreadsheet basics (including reading task); using a calculator to model what-if analysis; comparison with an equivalent spreadsheet model; make your own test questions..	
	7MO	Working with basic formulae; building more complex formulae; inserting rows and columns; changing spreadsheet rules	
	7MO	Experimenting with formatting features of a spreadsheet; reformatting a spreadsheet and adding formulae; evaluating another pupil's work.	
	7MO	Identifying formatting features; designing, building and testing a flight cost calculator spreadsheet; designing an equipment cost calculator.	
	7MO	Manually producing graphs; interpreting profits using a data table; interpreting data from a graph; producing graphs and interpreting their findings	
	7MO	Mission Headquarters - desiging and building a speadsheet for a purpose, plus extension	
BLUE 5	7MO	explain the advantages of using graphs compared to using a data table	
	7MO	change the variables and rules in my model so I can automatically calculate the over/under spend.	

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	7MO	produce an appropriate graph that compares the cost of each of the items of equipment	
	7MO	design and create my own model for Mission Headquarters and can write about how it works..	
	7MO	inserting rows and columns; changing spreadsheet rules.	
	7MO	reformatting a spreadsheet and adding formulae	
	7MO	evaluating another pupil's work.	
	7MO	designing an equipment cost calculator.	
GREEN 4	7MO	add formulae to a spreadsheet.	
	7MO	identify rules in a model and explain what they do..	
	7MO	entered numbers and text in cells in a spreadsheet model	
	7MO	used formatting features to improve the way it looked.	
	7MO	Investigating the advantages and disadvantages of spreadsheets.	
YELLOW 3	7MO	make a mindmap of the big picture on how equations create a model in spreadsheets	
	7MO	submit equipment cost calculator spreadsheet in google classrooms	
	7MO	Able to format a spreadsheet and insert formulae	
	7MO	Accurate spelling of lesson keywords.	



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Computing 5 of 5 –Exploring Data

Computing: Make appropriate use of data structures (for example, lists, tables or arrays); Understand the hardware and software components that make up computer systems; Understand how data of various types (including text, sounds and pictures) can be represented; Undertake creative projects that involve selecting, using, and combining multiple applications, to achieve challenging goals, including collecting and analysing data and meeting the needs of known users.

Literacy: Learning new vocabulary, relating it explicitly to known vocabulary and understanding it with the help of context; Writing for a wide range of purposes and audiences, including notes; Paying attention to accurate grammar, punctuation and spelling; Drawing on new vocabulary and grammatical constructions from their reading and listening, and using these consciously in their writing

Numeracy : Develop their use of formal mathematical knowledge to interpret and solve problems, including in financial mathematics; Use the symbols: =, ≠, <, >, ≤, ≥

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Source: Eduschemes

PURPLE 6	7ED	understand the advantages of database import and exports, and efficiently created the table of people via a direct import	
	7ED	able to workout how to build a number of spreadsheets to workout the costs for the different quotations	
	7ED	Finding errors in a paper based database; deciding on errors in a database and correcting them.	
	7ED	Collect and enter data from a data collection form; design database tables for a given purpose; specifying data types for database designs	
	7ED	Building database tables and forms; building a table based on a text file	
	7ED	Querying a paper based database; querying a large electronic database; building your own database queries according to a user's specification	
	7ED	Identifying the purpose of different input and output devices; choosing input and output devices for different scenarios; identify the costs of different components and devices.	
	7ED	Complete the mission : Extreme Power assessment.	
BLUE 5	7ED	construct complex queries using multiple criteria using operators such as greater than (>) to search for answers to questions.	
	7ED	discusse how I searched for and selected relevant components to produce a quotation.	
	7ED	explain, with examples, what what is meant by data types and am able to choose the correct data type for individual fields.	

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	7ED	make sure that the data in my database tables (including the imported database table) are accurate by checking for errors and editing the data when needed.	
	7ED	show that I can design and build database tables and forms for a particular purpose	
	7ED	design database tables for a given purpose	
	7ED	specifying data types for database designs	
	7ED	eciding on errors in a database and correcting them.	
GREEN 4	7ED	explain why it is important to check data are accurate	
	7ED	know how to check data for errors.	
	7ED	present some of my findings in a spreadsheet model	
	7ED	able to accurately enter data into a database using a form	
	7ED	learn lesson keywords and spellings	
YELLOW 3	7ED	make a mindmap of the big picture on are the parts of a database	
	7ED	submit a simple database work in google classrooms	
	7ED	Able to find errors in a paper based database	
	7ED	Accurate spelling of lesson keywords.	

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