

LEVEL OF LEARNING THRESHOLD GRID Year 8

DEPARTMENT/SUBJECT: Computer Science



BOURNEMOUTH SCHOOL
FOR GIRLS

Assessment area	Developing	Secure	Excellent
<p>COMPUTER SCIENCE</p>	<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. • Understand the hardware components that make up computer systems. • Understand how text can be represented digitally in the form of binary digits. • Understand how pictures can be represented digitally in the form of binary digits. 	<ul style="list-style-type: none"> • Evaluate computational abstractions. • Model state of physical systems. • Model behaviour of real world problems. • Understand several key algorithms that reflect computational thinking. • Use at least one additional programming language (that must be textual) to solve computational problems. • Make use of appropriate data structures. • Design modular programs that use procedures or functions. • Understand uses of Boolean logic in programming. • Be able to carry out simple operations on binary numbers. • Understand the software components that make up computer systems. 	<ul style="list-style-type: none"> • Design computational abstractions. • Model behaviour of physical systems. • Use logical reasoning to compare the utility of alternative algorithms for the same problem. • Develop modular programs that use procedures or functions. • Understand uses of Boolean logic in circuits. • Understand how computer systems components communicate with one another. • Understand how computer systems communicate with other systems. • Understand how instructions are executed by computer systems. • Understand how sounds can be manipulated digitally in the form of binary digits.

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		<ul style="list-style-type: none"> • Understand how instructions are stored by computer systems. • Understand how text can be manipulated digitally in the form of binary digits. • Understand how sounds can be represented digitally in the form of binary digits. • Understand how pictures can be manipulated digitally in the form of binary digits. 	
INFORMATION TECHNOLOGY	<ul style="list-style-type: none"> • Undertake creative projects with challenging goals. • Use multiple applications. • [Work with] applications across a range of devices. • Collect data. 	<ul style="list-style-type: none"> • Combine multiple applications to achieve challenging goals. • Analyse data. • Meet the needs of known users. 	<ul style="list-style-type: none"> • Create digital artefacts for a given audience. • Select multiple applications to achieve challenging goals.
DIGITAL LITERACY	<ul style="list-style-type: none"> • Understand a range of ways to use technology respectfully. • Recognise inappropriate content. • Recognise inappropriate contact. 	<ul style="list-style-type: none"> • Revise digital artefacts for a given audience. • Attend to trustworthiness of digital artefacts. • Protect online identity. 	<ul style="list-style-type: none"> • Repurpose digital artefacts for a given audience. • Attend to design of digital artefacts. • Understand a range of ways to use technology securely.

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	<ul style="list-style-type: none">• 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">• Protect privacy.	<ul style="list-style-type: none">• Understand a range of ways to use technology responsibly.
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