

Year 8	Emerging	Developing	Secure	Excelling
Algorithms	<ul style="list-style-type: none"> • Knows what an algorithm is • Knows that computers need precise instructions • Knows the importance of avoiding basic errors when writing an algorithm 	<ul style="list-style-type: none"> • Is able to express basic algorithms using symbols • Is able to record basic algorithms with precision • Is able to avoid basic errors 	<ul style="list-style-type: none"> • Understands that algorithms are implemented on digital devices as programmes • Understands how to design simple algorithms using loops and selection i.e. 'if' statements • Understands how to use logical reasoning to predict outcomes • Understands how to find and correct errors i.e. debugging in algorithms 	<ul style="list-style-type: none"> • shows a developed understanding of what an algorithm is and their importance in computing • shows a developed understanding of how to design more complex algorithms that use repetition and two-way selection i.e. if, then, else • Shows a developed understanding of how to use logical reasoning to predict outputs, showing an awareness of inputs • Shows a developed understanding of how to find errors and correct these using diagrams to express solutions
Programming and development	<ul style="list-style-type: none"> • Knows that users can write their own programmes • Knows how to run, check and change programmes • Knows that programmes run by following precise instructions 	<ul style="list-style-type: none"> • Is able to create a simple programme • Is able to identify errors in a programme • Is able to write precise instructions 	<ul style="list-style-type: none"> • Understands how to use arithmetic operators, if statements and loops, within programmes • Understands how to use logical reasoning to predict the behaviour of programmes • Understands how to find and correct simple semantic errors i.e. debugging in programmes 	<ul style="list-style-type: none"> • Shows a developed understanding of how to create programmes that implement algorithms to achieve given goals • Shows a developed understanding of how to declare and assign variables • Shows a developed understanding of how to use post-tested loops e.g. 'until', and a sequence of selection statements in programmes, including use of if...then... else statement

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Data and data representation	<ul style="list-style-type: none"> • Knows the different types of data: text, number • Knows that programmes can work with different types of data • Knows that data can be structured in tables to make it useful • Knows that Binary is a number system that only uses two digits: 1 and 0 	<ul style="list-style-type: none"> • Is able to use filters or can perform single criteria searches for information • Is able to structure data in tables to make it useful • Is able to convert between binary and denary 	<ul style="list-style-type: none"> • Understands how to perform complex searches for information e.g. using Boolean and relational operators • Understands how digital computers use binary to represent all data • Understands how to perform addition of binary numbers 	<ul style="list-style-type: none"> • Shows a developed understanding of how bit patterns represent numbers and images • Shows a developed understanding of how computers transfer data in binary • Shows a developed understanding of the relationship between binary and file size (uncompressed) • Shows a developed understanding of performing operations using bit patterns e.g. conversion between binary and hexadecimal, binary subtraction etc
Hardware & Processing	<ul style="list-style-type: none"> • Knows that a range of digital devices can be considered a computer • Knows and can use a range of input and output devices • Knows that computers have no intelligence and that computers can do nothing unless a programme is run • Knows that all software executed on digital devices is programmed 	<ul style="list-style-type: none"> • Is able to differentiate between hardware and application software, and their roles within a computer system. • Is able to explain how computers collect data from various input devices, including sensors and application software. • Is able to describe the differences between physical, wireless and mobile networks. 	<ul style="list-style-type: none"> • Understands the function of the main internal parts of basic computer architecture. • Understands the concepts behind the fetch-execute cycle. • Understands that there is a range of operating systems and application software for the same hardware. 	<ul style="list-style-type: none"> • Shows a developed understanding of the von Neumann architecture in relation to the fetch-execute cycle, including how data is stored in memory • Shows a developed understanding of the basic function and operation of location addressable memory

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Communications and networks	<ul style="list-style-type: none"> • Knows how to find content from the world wide web using a web browser • Knows the importance of communicating safely and respectfully online, and the need for keeping personal information private • Knows what to do when concerned about content or being contacted 	<ul style="list-style-type: none"> • Is able to navigate the web and can carry out simple web searches to collect digital content • Is able to demonstrate safe practices when using computers safely and responsibly • Is able to report unacceptable content and contact when online • Is able to construct a static web page using HTML. 	<ul style="list-style-type: none"> • Understands the difference between the internet and internet service e.g. world wide web • Understands the role of, and can use a range of internet services e.g. VOIP • Understands what is acceptable and unacceptable behaviour when using technologies and online services • Understands know how to construct interconnected multimedia web pages using HTML. 	<ul style="list-style-type: none"> • Shows a developed understanding of how search results are selected, including that search engines use 'web crawler s' • Shows a developed understanding of how search engines rank search results and the impact this has on business practices • Shows a developed understanding of how to construct connected multimedia web pages using HTML
Information Technology and Digital Literacy	<ul style="list-style-type: none"> • Knows how to use software under the control of the teacher to create, store and edit digital content using appropriate file and folder names • Knows that people interact with computers • Knows common uses of information technology beyond the classroom 	<ul style="list-style-type: none"> • Is able to talk about own work and make changes to improve it • Is able to independently use technology to purposefully organise digital content. • Is able to show an awareness for the quality of digital content collected • Is able to use a variety of software to manipulate and present digital content: and information • Is able to share own experiences of technology in school and beyond the classroom • Is able to talk about own work and make improvements to solutions based on feedback received 	<ul style="list-style-type: none"> • Understands how to collect, organise and present data and information in digital content. • Understands how to create digital content to achieve a given goal through combining software packages and internet services to communicate with a wider audience e.g. blogging • Understands the need to make appropriate improvements to solutions based on feedback received, and can comment on the success the solution. 	<ul style="list-style-type: none"> • Shows a developed understanding of the need to make judgements about digital content when evaluating and repurposing it for a given audience • Shows a developed understanding of the importance of addressing the needs of an audience when designing and creating digital content • Shows a developed understanding of the need to determine success criterion when evaluating the quality of solutions