

## **END OF KS3 EXPECTATIONS FOR COMPUTING**

KS3	Computer Science	Information Technology	Digital Literacy
Transfer knowledge and skills	<ul> <li>To produce a program with the use of selection and iteration, variables for a range of scenarios and be able to detect and correct errors.</li> <li>To be able to apply simple Boolean logic, AND/OR/NOT to achieve the desired results.</li> <li>To be able to demonstrate an understanding how computer use binary (e.g. number conversions, storing sound or images</li> </ul>	<ul> <li>Be able to justify the need for a range of hardware and software components.</li> <li>To undertake a creative project for a given audience that involves combining multiple applications including creating digital artefacts.</li> <li>To be able to analyse data in a spreadsheet using advanced formulae and presented information in in a graphical format e.g. pivot tables or charts.</li> </ul>	<ul> <li>To have knowledge of using technology safely and securely, protecting online identity and privacy and knowledge of how to protect concerns</li> <li>Be able to explain a range of techniques to create a secure password.</li> <li>Send and receive email and use various other online communication tools effectively.</li> <li>Use cloud technology safely, effectively and collaboratively.</li> </ul>
Deep knowledge and skills	<ul> <li>To produce a basic program with the use of selection and iteration and be able to identify errors within the code.</li> <li>To be able to apply Boolean logic to a scenario.</li> <li>Have a knowledge of how computer use binary (e.g. number conversions, st oring sound or images)</li> </ul>	<ul> <li>Be able to explain the purpose of a range of hardware and software components.</li> <li>To undertake a creative project for a given audience that involves combining applications including and some digital artefacts</li> <li>To be able to manipulate data in a spreadsheet using formula and functions and present information in a graphical format of graphs/charts</li> </ul>	<ul> <li>To be able to discuss online etiquette</li> <li>Be able to create a secure password which incorporates a range of techniques.</li> <li>Send and receive email and use other online communication tools.</li> <li>Use cloud technology safely and effectively.</li> </ul>
Surface knowledge and skills	<ul> <li>To use produce a sequence of instructions e.g. flow charts, algorithms, create a basic programs with inputs and outputs.</li> <li>To have some knowledge of Boolean logic.</li> <li>Have a basic understanding of how computer use binary (e.g. number conversions, st oring sound or images)</li> </ul>	<ul> <li>Be able to identify a range of hardware and software components.</li> <li>To be able to use an application or two to create a project for a given audience</li> <li>To be able to manipulate data in a spreadsheet using basic formula and present information in a graphical format of graphs/charts</li> </ul>	<ul> <li>To be aware of the dangers of the internet.</li> <li>Be able to create a strong password</li> <li>Send and receive email.</li> <li>Use cloud technology safely.</li> </ul>