END OF KS3 EXPECTATIONS FOR COMPUTING

Bishop Chadwick Catholic Education Trust

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