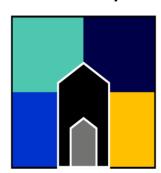
An Daras Multi Academy Trust





An Daras Multi Academy Trust Assessing Pupil Progress – Computing (Y2)

Integrated Curriculum Scheme of Learning - 2016		
Document:	ADMAT Assessing Pupil Progress (APP)	
National Curriculum Subjects:	Computing	
Year Group:	Year 2	
Agreed and Approved:	Sept 2016	
Leader Review Date:	Sept 2017	
Related Documents and Guidance:	National Curriculum 14/15	
	Dimensions Skill Ladders 14	
	Computing Scheme of Learning 15	
	Non-Negotiable 14	
	Progression Frameworks for Computing	
	Computing Policy 15	

ADMAT AWL Computing Year 2

Reviewed annually •Curriculum Scheme of Work Curriculum Policy Assessment Process/Policy DfE Guidance Stage 1 **Pupil Outcomes** Reviewed Termly Planned Units of Work Cross Curricular •Integrated Cross Curricular Assessment Opportunities Stage 2 evidence Marking •AfL - Daily/weekly Rich Evidence •APP - Half termly Standardisation Stage 3 Tasks Analysis •Formative and diagnostic assessment - Ongoing I Track 85% on track ARE •Summative assessment - Half termly/termly Stage 4 Within school Across MAT • Moderation - Half Termly/termly Practical •Standardisation - Half termly/termly exemplars Stage 5 Within school Across MAT • Pupil Voice - Half termly Practical Exemplar •Tracking Analysis - Cohort/Significant groups - Half termly Stage 6 Feeds into planned units of work Reviewed annually •Curriculum Scheme of Work Curriculum Policy Assessment Process/Policy Stage 1 DfE Guidance **Pupil Outcomes**

ADMAT AWL Computing Year 2

Vear 2 Computi	1	Pupil Name:		Term 1	Te	rm 2	Term 3		Are Related I	Expectation Key:		
Year 2 Computing		Pro Class Teacher: (Pro		We are Astronauts -		We are Photographers – \		Detectives –		NE = Not Enough Evidence		
				Programming on screen Programming)		(Creativity) (Co		ng clues	_	EM = Emerging TI = Towards Independence		
								unication and				
				We are Game Tester	•		Collabo	ration)	EXP = Expect			
				Exploring how comp		e are Researchers –			EXP+ = Exped			
		(c		games work (Computational Thinking)		Researching a topic (Computer Network)		We are Zoologists – Collecting data about bugs		EXC = Exceeding		
				Assessment:		Assessment:		Assessment:				
								Aut 1:		Sp 1:		Sum 1:
		Aut2:	Sp	Sp 2:				Sum 2:				
A/Computer Science				B/Information	B/Information Technology				C/Digital Literacy			
A1. Computer Science				B1. Informatio	B1. Information Technology				C1. Digital Literacy			
Understand what algorithms are.			Use technology	Use technology purposefully to organise, store and retrieve				Use technology safely and respectfully.				
				digital content								
EM	TI	EXP	EXC	EM	TI	EXP	EXC	EM	TI	EXP	EXC	
	•											
1	2	3	4	1	2	3	4	1	2	3	4	
		w algorithms are				efully to create and m			2 sonal information		4	
A2. The child ca	n understand ho		implemente	d B2. Use techno	logy purpose						4	
A2. The child ca	nn understand ho digital devices, a	ow algorithms are	implemente	d B2. Use techno	logy purpose						4	
A2. The child ca as programs on following precis	n understand ho digital devices, a se and unambigu	ow algorithms are and that program ous instructions.	e implemente is execute by	d B2. Use techno	logy purpose			C2. Keeping per	sonal information	on private.		
A2. The child ca as programs on following precis	n understand ho digital devices, a se and unambigu	ow algorithms are and that program ous instructions.	e implemente is execute by EXC	d B2. Use techno	logy purpose			C2. Keeping per	sonal information	on private.	EXC	
A2. The child ca as programs on following precis	n understand ho digital devices, a se and unambigu	ow algorithms are and that program ous instructions.	e implemente is execute by	d B2. Use techno	logy purpose			C2. Keeping per	sonal information	on private.		
A2. The child ca as programs on following precise EM 1	n understand ho digital devices, a se and unambigu	ow algorithms are and that program ous instructions. EXP 3	e implemente is execute by EXC	d B2. Use techno	logy purpose			C2. Keeping per	rsonal information	en private. EXP 3	EXC 4	
A2. The child ca as programs on following precise EM 1	nn understand ho digital devices, a se and unambigu TI 2	ow algorithms are and that program ous instructions. EXP 3	e implemente is execute by EXC	d B2. Use techno	logy purpose			C2. Keeping per EM 1 C3. Identify who	TI 2 ere to go for help	on private.	EXC 4 en they have	
A2. The child cass programs on following precised EM	nn understand ho digital devices, a se and unambigu TI 2	ow algorithms are and that program ous instructions. EXP 3	e implemente is execute by EXC	d B2. Use techno	logy purpose			C2. Keeping per EM 1 C3. Identify who	TI 2 ere to go for help content or conta	EXP 3 o and support wh	EXC 4 en they have	
A2. The child ca as programs on following precise EM 1	nn understand ho digital devices, a se and unambigu TI 2	ow algorithms are and that program ous instructions. EXP 3	e implemente is execute by EXC	d B2. Use techno	logy purpose			EM 1 C3. Identify who concerns about	TI 2 ere to go for help content or conta	EXP 3 o and support wh	EXC 4 en they have	
A2. The child ca as programs on following precis EM 1 A3. Create and	nn understand ho digital devices, a se and unambigu TI 2 debug simple pro	ew algorithms are and that program ous instructions. EXP 3 ograms.	e implemente is execute by EXC 4	d B2. Use techno	logy purpose			EM 1 C3. Identify who concerns about online technology	TI 2 ere to go for helicontent or contegies.	EXP 3 p and support whact on the interne	EXC 4 en they have	
A2. The child cas programs on following precise EM 1 A3. Create and EM 1	nn understand ho digital devices, a se and unambigu TI 2 debug simple pro	ew algorithms are and that program ous instructions. EXP 3 ograms.	EXC 4	d B2. Use techno	logy purpose			EM 1 C3. Identify who concerns about online technolo EM 1	TI 2 ere to go for help content or contages.	EXP 3 p and support whact on the interne	EXC 4 en they have et or other EXC 4	

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