

Yr 8.2 Assessment Grid - App Design

+	<p style="text-align: center;">Practical Skill</p> <p>Range and quality of ICT & programming skills and techniques</p>	<p style="text-align: center;">Analysing and evaluating</p> <p>Identifying areas for improvement and identifying where issues have developed and ways to resolve this. Both in their own work and others.</p>	<p style="text-align: center;">Theory</p> <p>Talking about Computational thinking and making IT connections in the real world .</p>	<p style="text-align: center;">Computational thinking Level</p> <p>Computational thinking allows us to take a complex problem, understand what the problem is and develop possible solutions. We can then present these solutions in a way that a computer, a human, or both, can understand.</p>
Exceptional GCSE 8-9 in Y11	<p>Fluent In:</p> <ul style="list-style-type: none"> ● Can create screens within an app which includes at least a home screen and more than 4 fully functional screens. ● Be able to use a consistent layout and colour scheme to each of your screens that are named appropriately ● The app creation uses appropriate calculations that aid the benefit of the game. ● The game can keep score and make effective use of this when displaying the final outcome. 	<p>Fluent In:</p> <ul style="list-style-type: none"> ● Can identify a variety of areas for improvement on their own work and peers,with reasoning and justification ● Can confidently make these suggested improvements 	<p>Fluent In:</p> <ul style="list-style-type: none"> ● Can confidently explain how apps are used and how they can help development in society. ● Discuss the impact of how apps affect societal development ● Linking the use of these and e-safety considerations consistently. 	<p>Fluent In:</p> <ul style="list-style-type: none"> ● Can confidently explain the different categories of apps and their uses. ● Justifying how and where we would use certain apps and which is most appropriate .
Higher GCSE 6-8 in Y11	<p>Secure In:</p> <ul style="list-style-type: none"> ● Can create screens within an app which includes at least a home screen and more than 3 fully functional screens. ● Be able to use a consistent layout to each of your screens that are named appropriately. ● The app creation uses some calculations that aid the benefit of the game. 	<p>Secure In:</p> <ul style="list-style-type: none"> ● Can identify an area for improvement on their own work and peers,with reasoning and justification ● Can make make these suggested improvements 	<p>Secure In:</p> <ul style="list-style-type: none"> ● Can explain how apps are used and how they can help development in society. ● Can identify the impact of how apps affect societal development ● Can make links to the use of these and e-safety considerations consistently. 	<p>SecureIn:</p> <ul style="list-style-type: none"> ● Can explain the different categories of apps and their uses. ● Justifying how we would use certain apps and which is most appropriate .

	<ul style="list-style-type: none"> The game can keep score and make some use of this when displaying the final outcome. 			
<p>Intermediate GCSE 4-6 in Y11</p>	<p>Growing In:</p> <ul style="list-style-type: none"> Can create screens within an app which includes at least a home screen and more than 2 fully functional screens. Be able to use a consistent layout to each of your screens. The app creation uses some calculations. The game can keep score 	<p>Growing In:</p> <ul style="list-style-type: none"> Can identify an area for improvement, with support, on their own work and peers, with some reasoning and justification Can make these suggested improvements with support 	<p>Growing In:</p> <ul style="list-style-type: none"> Can explain ways in which apps are used in society. Can identify some of the impacts of how apps affect societal development Can make links to the use of these and e-safety considerations. 	<p>Growing In:</p> <ul style="list-style-type: none"> Can explain the different categories of apps. Justifying how we would use certain apps
<p>Foundation GCSE 2-4 in Y11</p>	<p>Emerging In:</p> <ul style="list-style-type: none"> Can create screens within an app which includes at least a home screen and more than 1 fully functional screen. Be able to use a consistent layout to each of your screens with teacher support. The app has to attempted to use some calculations. The game can keep score but this isn't always appropriate. 	<p>Emerging In:</p> <ul style="list-style-type: none"> Can identify an area for improvement, with support, on their own work and peers. Can make at least 1 suggested improvements with support 	<p>Emerging In:</p> <ul style="list-style-type: none"> Can explain one way in which apps are used in society with teacher guidance. Can identify one of the impacts of how apps affect societal development Makes some links to the use of these with teacher guidance. 	<p>Emerging In:</p> <ul style="list-style-type: none"> Can explain, with guidance, the different categories of apps. Justifying how with guidance how we would use certain apps

Outstanding

Making outstanding progress relative to their starting point (almost meeting expectations for next starting point)

Above

Making more than expected progress relative to their starting point
(consistently meeting all expectations)

