

	Greater than expected progress.		Expected progress		Less than expected progress	
	Students will be able to know / understand / do:		Students will be able to know / understand / do:		Students will be able to know / understand / do:	
	Mid-year	End of year	Mid-year	End of year	Mid-year	End of Year
High prior attainment	<p>Understand how instructions are run inside a computer</p> <p>Be able to develop solutions for problems that are described to you by someone else</p> <p>Correctly use procedures and functions with parameters in your programs</p> <p>Be able to take solutions to one problem and adapt them for similar problems</p> <p>Be able to take a problem and divide it into all its sub-problems and show this is a diagram</p>	<p>Understand how instructions can be written efficiently and be able to describe the efficiency of your programs.</p> <p>Be able to test the different modules of your programs as you are developing them, reflect on the results and then improve them.</p> <p>Be able to write programs in a test-based language, like Python and be able to create your own data structures.</p> <p>Be able to create a simple model for a complex problem</p> <p>Be able to define an outline of a solution in terms of functions and global values.</p>	<p>Understand how data, such as numbers, sounds and images are physically stored on a computer system.</p> <p>Be able to plan, create, test and reflect on a solution to a problem that a computer could solve.</p> <p>Correctly use variables, lists and simple procedures in your programs.</p> <p>Be able to recognise similarities between simple problems and the ways in which they can be solved.</p> <p>Be able to take a problem and divide it into its main sub-problems</p>	<p>Understand how instructions are run inside a computer</p> <p>Be able to develop solutions for problems that are described to you by someone else</p> <p>Correctly use procedures and functions with parameters in your programs</p> <p>Be able to take solutions to one problem and adapt them for similar problems</p> <p>Be able to take a problem and divide it into all its sub-problems and show this is a diagram</p>	<p>Be able to explain why we must be accurate when working with computers</p> <p>Write sequences of instructions and data in a way that a computer will understand.</p> <p>Use selection and repetition correctly in your programs</p> <p>Correctly use variables, lists and simple procedures in your programs.</p> <p>Be able to recognise similarities between simple problems and the ways in which they can be solved.</p> <p>Be able to take a problem and divide it into its main sub-problems</p>	<p>Be able to explain why we must be accurate when working with computers</p> <p>Write sequences of instructions and data in a way that a computer will understand.</p> <p>Use selection and repetition correctly in your programs</p> <p>Correctly use variables, lists and simple procedures in your programs.</p> <p>Be able to recognise similarities between simple problems and the ways in which they can be solved.</p> <p>Be able to take a problem and divide it into its main sub-problems</p>
Middle prior attainment	<p>Understand how data, such as numbers, sounds and images are physically stored on a computer system.</p> <p>Be able to plan, create, test and reflect on a solution to a problem that a computer could solve.</p> <p>Correctly use variables, lists and simple procedures in your programs.</p> <p>Be able to recognise similarities between simple problems and the ways in which they can be solved.</p> <p>Be able to take a problem and divide it into its main sub-problems</p>	<p>Understand how instructions are run inside a computer</p> <p>Be able to develop solutions for problems that are described to you by someone else</p> <p>Correctly use procedures and functions with parameters in your programs</p> <p>Be able to take solutions to one problem and adapt them for similar problems</p> <p>Be able to take a problem and divide it into all its sub-problems and show this is a diagram</p>	<p>Be able to explain why we must be accurate when working with computers</p> <p>Write sequences of instructions and data in a way that a computer will understand.</p> <p>Use selection and repetition correctly in your programs</p> <p>Correctly use variables, lists and simple procedures in your programs.</p> <p>Be able to recognise similarities between simple problems and the ways in which they can be solved.</p> <p>Be able to take a problem and divide it into its main sub-problems</p>	<p>Understand how data, such as numbers, sounds and images are physically stored on a computer system.</p> <p>Be able to plan, create, test and reflect on a solution to a problem that a computer could solve.</p> <p>Correctly use variables, lists and simple procedures in your programs.</p> <p>Be able to recognise similarities between simple problems and the ways in which they can be solved.</p> <p>Be able to take a problem and divide it into its main sub-problems</p>	<p>Understand that computer systems work step-by-step and can only do what we tell them</p> <p>Be able to create a sequence of instructions and improve it if necessary.</p> <p>Use selection and repetition correctly in your programs</p> <p>Be able to trace instructions using variables, selection and repetition and predict what the results will be.</p> <p>Understand what is meant by a computational problem.</p>	<p>Be able to explain why we must be accurate when working with computers</p> <p>Write sequences of instructions and data in a way that a computer will understand.</p> <p>Use selection and repetition correctly in your programs</p> <p>Be able to trace instructions using variables, selection and repetition and predict what the results will be.</p> <p>Understand what is meant by a computational problem.</p>
Low prior attainment	<p>Be able to explain why we must be accurate when working with computers</p> <p>Write sequences of instructions and data in a way that a computer will understand.</p> <p>Use selection and repetition correctly in your programs</p> <p>Be able to trace instructions using variables, selection and repetition and predict what the results will be.</p> <p>Understand what is meant by a computational problem.</p>	<p>Be able to explain why we must be accurate when working with computers</p> <p>Write sequences of instructions and data in a way that a computer will understand.</p> <p>Use selection and repetition correctly in your programs</p> <p>Correctly use variables, lists and simple procedures in your programs.</p> <p>Be able to recognise similarities between simple problems and the ways in which they can be solved.</p> <p>Be able to take a problem and divide it into its main sub-problems</p>	<p>Understand that computer systems work step-by-step and can only do what we tell them</p> <p>Be able to create a sequence of instructions and improve it if necessary.</p> <p>Use selection and repetition correctly in your programs</p> <p>Be able to trace instructions using variables, selection and repetition and predict what the results will be.</p> <p>Understand what is meant by a computational problem.</p>	<p>Be able to explain why we must be accurate when working with computers</p> <p>Write sequences of instructions and data in a way that a computer will understand.</p> <p>Use selection and repetition correctly in your programs</p> <p>Be able to trace instructions using variables, selection and repetition and predict what the results will be.</p> <p>Understand what is meant by a computational problem.</p>	<p>Understand that computer systems work step-by-step and can only do what we tell them</p> <p>Be able to create a sequence of instructions and improve it if necessary.</p> <p>Be able to plan a sequence of instructions for something that you want to happen.</p> <p>Be able to read a sequence of instructions and predict what the result will be.</p> <p>Be able to describe the goals of a given problem.</p>	<p>Understand that computer systems work step-by-step and can only do what we tell them</p> <p>Be able to create a sequence of instructions and improve it if necessary.</p> <p>Be able to plan a sequence of instructions for something that you want to happen.</p> <p>Be able to read a sequence of instructions and predict what the result will be.</p> <p>Be able to describe the goals of a given problem.</p>