



Subject Level Descriptor Template

Department	Computer Science	Year Group	7	Assessment	Text Adventure Game
Assessment Summary	Pupils will be assessed on their coding based on two criteria; a) the complexity of the coding constructs they have used in their game, and b) the independence and creativity with which they can apply these.				

	Coding
Level 1	<p>a) Simple variables (user input) and if/else statement. Block editor only.</p> <p>b) Pupil is still heavily reliant on adult/peer assistance to create working code i.e. they are still dependent on using a pre written game as a scaffold, in which they make simple alterations e.g. the text of the game, the names of the objects etc. The game does not repeat, it simply runs once and they either defeat the baddie or don't.</p>
Level 2	<p>a) As above, plus use of loop to repeat the game. Block editor only (in short, pupil has made the text adventure game in full from the pre recorded tutorial)</p> <p>b) As above, but pupil is able to add a loop to repeat the game, so that if they choose object 3 they can have another go. Use of support material to get this far is expected.</p>
Level 3	<p>a) As above, pupils can replicate the game in a Small Basic text editor (in short, game has been replicated in full in Small Basic. There is no tutorial for this, pupils must do this independently)</p> <p>b) As above; game is the standard game. The only difference between L2 and 3 is their ability to replicate using a SB text editor. This should be done independently using the pre recorded lessons showing how to transfer from Edublocks to SB.</p>
Level 4	<p>a) As above, but at least one new technique has been acquired from extensions list and applied to game (in short, at least one extension task completed). All extensions include learning a new coding technique.</p> <p>b) Pupil is starting to independently make their own creative adaptations to the game (only one significant adaption is required for L4). This must differ substantially in terms of structure from that of the original game e.g. a double decision made using a nested if.</p>
Level 5	<p>a) At least two extension tasks completed from the list (and therefore at least two new coding techniques used)</p> <p>b) The game now differs substantially from the original, with multiple adaptations, giving several elements of the game that they themselves have independently and creatively produced.</p>

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KING EDWARD VI SCHOOL