



Subject Level Descriptor

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.</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.</p>
Level 3	<p>a) As above, pupils can replicate the game in a VB text editor.</p> <p>b) As above; game is the standard game. The only difference between L2 and 3 is their ability to replicate using a Python text editor.</p>
Level 4	<p>a) As above. No additional coding constructs required for L4, although new constructs may be needed to meet requirement b) e.g. a nested if statement. These can be taught through either a teacher demo or the asynchronous lessons.</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) As above, plus one other technique from the list of asynchronous teaching resources e.g. a single array to hold some items.</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>