



Subject Level Descriptor

Department	Computer Science	Year Group	8	Assessment	Number Base Quiz
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 quiz, and b) the independence and creativity with which they can apply these.				

	Coding
Level 1	<p>a) Simple variables, including input from user & simple if/else statement</p> <p>b) Pupil is still heavily reliant on adult/peer assistance to create working code i.e. they are unable to independently use the scaffolding programs to complete tasks without direct intervention from an adult/capable peer</p>
Level 2	<p>a) As above, plus use of an if/elseif/else statement for more sophisticated selection tasks</p> <p>b) Pupil is able to use the scaffolding programs to independently complete simple tasks. However, they will still require adult/peer assistance to complete some of the more complex tasks.</p>
Level 3	<p>a) As above, plus use of a simple while loop to cause a repeat of the question if required (this does not include using an if statement within the loop). For example Do Until Q1 = 9</p> <p>b) Pupil is able to fluently and independently adapt a scaffolding program, to create coding constructs that run without errors and complete the tasks intended. Pupil is still using the techniques in the way demonstrated in the lesson i.e. there is no real creativity on their part, but replicating techniques in the way that they have been taught.</p>
Level 4	<p>a) As above, plus use of if statements inside loops to create more sophisticated repeated questions, that contain multiple conditions. For example While LoopExit = False</p> <p>b) Pupil no longer requires scaffolding programs, but are able to code the tasks independently from previous experience/lesson code. Pupil codes using only those constructs taught during lessons, but are starting to use these creatively, in a manner that differs from the way that they have been taught during the lesson.</p>



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Level 5	<p>a) As above, plus at least random number generator used in the preparation work, plus one other from the list of asynchronous teaching resources e.g. a single array</p> <p>b) As above, but pupil is able to independently work out how to use coding constructs not explicitly covered in lessons. Pupils may use asynchronous lessons or other resources to achieve this. These constructs must be combined with the previous ones to creatively and independently create a practical task not specifically demonstrated e.g. Creating their own extension to this quiz using techniques not previously covered.</p>
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