



Subject Level Descriptor Template

Department	Computer Science	Year Group	9	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 procedures, plus an if, elseif statement for the menu.</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. No objects are used in their game; they are simply moving from room to room via the menu, until they find the object they are looking for.</p>
Level 2	<p>a) As above, plus use variables to represent objects</p> <p>b) As above, but pupil is able to use variables to incorporate the finding of/use of objects within their game, although the way in which these are used remains unchanged from the scaffold they have been given. E.g. they can change a magic wand to a sword, but it will still defeat an antagonist in the same way as the pre made scaffold.</p>
Level 3	<p>a) As above, with the use of a single array in order to store and display items in the inventory.</p> <p>b) The game is made in full, with multiple objects, and an inventory. The game must be complete, error free and reasonably complex i.e. at least two objects, at least one antagonist to defeat and at least one method of the player dying.</p>
Level 4	<p>a) At least one extension task completed, which involves independently learning anew coding technique.</p> <p>b) Pupil no longer requires scaffolding code, and is able to use their own creativity to make one element of the game that differs substantially from the original e.g. some kind of creative use of the random number generator shown in the extension tasks.</p>
Level 5	<p>a) Two or more new techniques acquired from the Stream tutorials</p> <p>b) The game now differs substantially from the original, with multiple elements of the game that they themselves have independently and creatively produced (i.e. at least two of the extension tasks have been completed).</p>

Subject Level Descriptor Template



KING EDWARD VI SCHOOL