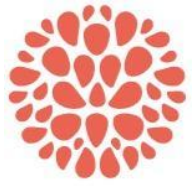




# Stepping Stone Assessment Computing- Pathway 1



Use technology purposefully to retrieve digital content

Use technology purposefully to store digital content

Keep personal information private

Use technology purposefully to create digital content

Use technology safely

Understand what algorithms are

Recognise common uses of information technology beyond school

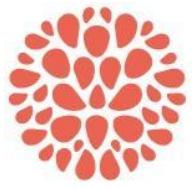
Create simple programs

Name \_\_\_\_\_

Orange - Aut 1  
Green - Aut 2  
Pink - Spr 1  
Blue - Spr 2  
Yellow - Sum 1  
Purple - Sum 2



# Stepping Stone Assessment Computing - Pathway 2



Understand that algorithms are implemented as programs on digital devices

Use technology purposefully to manipulate digital content

Use technology respectfully

Use technology purposefully to organise digital content

Debug simple programs

Understand that programs execute by following precise and unambiguous instructions

Use logical reasoning to predict the behaviour of simple programs;

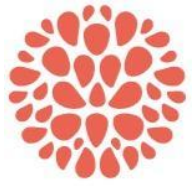
Identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies

Name \_\_\_\_\_

Orange - Aut 1  
Green - Aut 2  
Pink - Spr 1  
Blue - Spr 2  
Yellow - Sum 1  
Purple - Sum 2



# Stepping Stone Assessment Computing - Pathway 3



Use sequence in programs

Work with various forms of output

Use search technologies effectively

Write programs that accomplish specific goals

Use a variety of software to accomplish given goals

Work with various forms of input

Design and create content

Identify a range of ways to report concerns about contact

Collect information

Use technology responsibly

Present information

Name \_\_\_\_\_

Orange - Aut 1  
Green - Aut 2  
Pink - Spr 1  
Blue - Spr 2  
Yellow - Sum 1  
Purple - Sum 2



# Stepping Stone Assessment Computing - Pathway 4



Design programs that accomplish specific goals

Design and create program

Control or simulate physical systems

Use logical reasoning to detect and correct errors in programs

Debug programs that accomplish specific goals

Understand the opportunities computer networks offer for communication

Select a variety of software to accomplish given goals

Use repetition in programs

Understand how computer networks can provide multiple services, such as the world wide web

Select, use and combine internet services

Appreciate how search results are selected

Identify a range of ways to report concerns about content

Name \_\_\_\_\_

Orange - Aut 1  
Green - Aut 2  
Pink - Spr 1  
Blue - Spr 2  
Yellow - Sum 1  
Purple - Sum 2



# Stepping Stone Assessment Computing - Pathway 5



Solve problems by decomposing them into smaller parts

Analyse information

Use selection in programs

Use logical reasoning to explain how some simple algorithms work

Evaluate information

Collect data

Work with variables

Use logical reasoning to detect and correct errors in algorithms

Present data

Be discerning in evaluating digital content

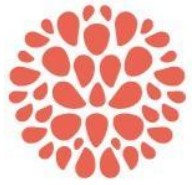
Recognize acceptable / unacceptable behaviour

Name \_\_\_\_\_

Orange - Aut 1  
Green - Aut 2  
Pink - Spr 1  
Blue - Spr 2  
Yellow - Sum 1  
Purple - Sum 2



# Stepping Stone Assessment Computing - Pathway 6



Design and create systems

Appreciate how search results are ranked

Select use and combine software on a range of digital devices

Combine a variety of software to accomplish given goals

Analyse data

Understand the opportunities computer networks offer for collaboration

Evaluate data

Understand computer networks including the internet

Name \_\_\_\_\_

Orange - Aut 1  
Green - Aut 2  
Pink - Spr 1  
Blue - Spr 2  
Yellow - Sum 1  
Purple - Sum 2



# Stepping Stone Assessment Computing - Pathway 7



Use computational abstractions

Understand the hardware components that make up computer systems

Understand how numbers can be represented in binary

Understand simple Boolean logic

Model state of real world problems

Understand how pictures can be represented digitally in the form of binary digits

Undertake creative projects with challenging goals

Use a programming language to solve computational problems

Understand how text can be represented digitally in the form of binary digits

Understand a range of ways to use technology respectfully

Recognise inappropriate content

Collect data

Reuse digital artefacts for a given audience

Recognise inappropriate contact

Use multiple applications

[Work with] applications across a range of devices

Understand a range of ways to use technology safely

Attend to usability of digital artefacts

Recognise inappropriate conduct

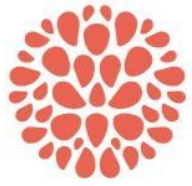
Know how to report concerns

Orange - Aut 1  
Green - Aut 2  
Pink - Spr 1  
Blue - Spr 2  
Yellow - Sum 1  
Purple - Sum 2

Name \_\_\_\_\_



# Stepping Stone Assessment Computing - Pathway 8



Model state of physical systems

Design modular programs that use procedures or functions

Understand how pictures can be manipulated digitally in the form of binary digits

Protect online identity

Model behaviour of real world problems

Understand uses of Boolean logic in programming

Combine multiple applications to achieve challenging goals

Attend to trustworthiness of digital artefacts

Understand several key algorithms that reflect computational thinking

Be able to carry out simple operations on binary numbers

Revise digital artefacts for a given audience

Evaluate computational abstractions

Understand the software components that make up computer systems

Meet the needs of known users

Use at least one additional programming language (that must be textual) to solve real world problems

Understand how instructions are stored by computer systems

Analyse data

Make use of appropriate data structures

Understand how text can be manipulated digitally in the form of binary digits

Understand how sounds can be represented digitally in the form of binary digits

Protect privacy

Name \_\_\_\_\_

Orange - Aut 1  
Green - Aut 2  
Pink - Spr 1  
Blue - Spr 2  
Yellow - Sum 1  
Purple - Sum 2





# Stepping Stone Pathways

## Computing Assessment and Judgements



Which year group is the child in?	Pathway One 0 - 8			Pathway Two 9 - 16		Pathway Three 17 - 27		Pathway Four 28 - 39		Pathway Five 40 - 50		Pathway Six 50 - 58	
<b>Year One</b>	Emerging (0-5)	Exp (6)	Exc (7 - 8)	Exceeding + (9+)									
<b>Year Two</b>	Emerging (0-13)			Exp (14)	Exc (15 - 16)	Exceeding + (17+)							
<b>Year Three</b>	Emerging (0-24)				Exp (25)	Exc (26 - 27)	Exceeding + (28+)						
<b>Year Four</b>	Emerging (0-35)						Exp (36 - 37)	Exc (38 - 39)	Exceeding + (40+)				
<b>Year Five</b>	Emerging (0-47)								Exp (48)	Exc (49 - 50)	Exceeding + (51+)		
<b>Year Six</b>	Emerging (0-54)								Exp (55 - 56)	Exc (57 - 58)	Exc + (59+)		



# Stepping Stone Pathways

## Computing Assessment and Judgements



Which year group is the child in?		Pathway Seven 59 - 78		Pathway Eight 79 - 100		Pathway Nine 101 - 115	
Year 7	Emerging (0-74)	Exp (75 - 76)	Exc (77 - 78)	Exceeding + (79+)			
	Emerging (0-95)						
Year 8	Emerging (0-111)			Exp (112 - 113)	Exc (114 - 115)	Exceeding + (116+)	