

Year 10			Curriculum Checkpoints: What do students know and what can they do?			
Computing MAP			Developing	Securing	Mastering	Excelling
AF1	E-Safety	Knowledge	Can create a basic presentation that covers some of the target areas of Sexting, Digital Footprints and grooming. Work may include definitions and some warning signs and solutions but these are not accurate or lack depth of explanation.	Can create a presentation that includes definitions of Digital Footprints, Sexting and Grooming. Some warning signs and solutions are identified and included.	Can create a good presentation that covers Digital Footprints and Grooming. Definitions will be accurate and there will be an identification of warning signs and solutions for each area. Some exemplar case studies will be included.	Can create a detailed presentation covering Sexting Digital Footprints and Grooming and may have included a section on Phishing. Coverage is detailed with accurate definitions, identification of warning signs and solutions. Exemplar case studies will be included for each section.
		Practical Skills	Presentation has some structure. Covers some of the target areas. There is some formatting but this may not be consistent. Images and Videos might have been included but are not consistent and may not be appropriate.	Presentation is of good quality. Structure of slides is appropriate for most areas. Formatting is consistent and enhances the presentation. Some images and videos have been included in some areas.	Presentation is of good quality. Structure of slides is appropriate in the majority of areas. Formatting is consistent and enhances the presentation. Some images and videos have been included to support the majority of areas	Presentation is of excellent quality. Structure of slides is appropriate for all areas. Formatting is professional and consistent and navigation is good. Images and Videos have been included and are appropriate.
AF2	Spreadsheets	Knowledge	Can identify some parts of a spreadsheet. Understands why formatting is necessary. Has a limited understanding of how to construct formulae and use auto sum.	Knows the different parts of the spreadsheet and uses correct terminology. Understands the reasons behind the use of formatting. Can construct simple formulae and understands why Min Max Av and Autosum are used.	Knows the parts of a spreadsheet and uses the correct terminology consistently. Clear understanding of why formatting is necessary. Understands how and why to use simple and advanced functions.	Knows the parts of a spreadsheet and uses the correct terminology at all times. Clear understanding of why the use of a range of formatting tools is necessary. Understands how and why to use simple and advanced functions. Understands the reasons for using a Look up table.
		Practical Skills	Can identify some parts of a spreadsheet. Some basic formatting is used. Can demonstrate some use of formulae and autosum.	Can identify parts of a spreadsheet. Is able enter, edit and delete data; formatting is used but may need further work to create a clear and usable spreadsheet; Can use basic formulae and autosum. May be able to demonstrate use of min, max and average functions with support.	Can identify parts of a spreadsheet. Is able to independently enter, edit and delete data; formatting is used well to create a clear and usable spreadsheet; Can use basic formulae, autosum and min, max and average functions; can demonstrate use of Look up tables.	Clearly understands spreadsheet terminology; Is able to independently enter, edit and delete data; formatting is used effectively to create a professional and clear spreadsheet; Can use basic formulae, autosum and min, max and average functions; can demonstrate use of Look up tables.
AF3	Make Code	Knowledge	Demonstrate an understanding of how Makecode works, some of the key terminology and how to programme using the coding blocks.	Shows an understanding of game design theory and how some of the game play elements are designed. Completing online tutorials demonstrates that they have learnt game programming skills.	Can demonstrate an understanding of how to create games independently which might include core mechanics or a cool element. Has a part understanding of how to use the drawing tool in MakeCode.	Can demonstrate an understanding of how to create games independently which include core mechanics and cool elements. Knows how to use the drawing tools in MakeCode.
		Practical Skills	Can set up a profile on MakeCode. Is able to complete the majority of online tutorials.	Is able to complete all tutorials and has started to create their own game utilising the learnt game play elements with support.	Is able to complete all tutorials. Has progressed on to independently designing a game using MakeCode utilising the learnt game play elements. Is able to use the MakeCode drawing tool and has created a maze game that can be played.	Is able to complete all tutorials. Has progressed on to independently designing a game using MakeCode utilising the learnt game play elements including core mechanics and cool elements. Is able to use the MakeCode drawing tool and has created a maze game that can be played successfully.