ICT and Computing KS3 Progress Ladder

Progress	IT in Society	Problem Solving	Digital Literacy	Digital Safety	Creativity	PERSISTANCE	NUMERACY
	Explains and justifies how the use of technology impacts on society. (social, economical, political, legal, ethical and moral)	Independently create a complex solution.	Justifies the choice of and independently combines and uses multiple digital devices, internet services and application software to achieve given goals.	Demonstrates responsible use of technologies and online services, and knows a range of ways to report concerns.	React personally to different stimulus	Repeatedly respond to independent self-assessment	Apply mathematical skills to new and unseen scenarios.
	Identifies and explains how the use of technology can impact on society.	Create a simple solution	Independently combines and uses multiple digital devices, internet services and application software to create digital content for a specific target audience.	Demonstrates use of computers safely and responsibly, knowing a range of ways to report unacceptable content and contact when online.	Use a stimulus in different contexts	Respondent to independently self-assessment	Link more than one mathematical idea together.
	Recognises ethical issues surrounding the application of IT.	Create a simple solution with guidance.	Creates digital content to achieve a given goal through combining software packages and internet services to communicate with a wider audience.	Recognises what is acceptable and unacceptable behaviour when using technologies and online services.	Combine Stimuli	Respond to teacher led self-assessment	Manipulate/rearrange information to solve a problem.
	Describe how IT is used in school and beyond the classroom.	Decompose a problem.	Uses technology with increasing independence to purposefully organise, manipulate and present digital content: data and information.	Understands how to communicate safely and respectfully online and knows how to keep personal information private.	Alter a stimulus	Response to others feedback	Choose what information to use to solve a problem.
	Know that IT is used in many different aspects of daily life.	Start decomposing a problem.	Use the basic functions of a range of software with support.	Understands the importance of communicating safely and respectfully online, and the need for keeping personal information private.	Add to a stimulus	Try once	Complete basic calculations.

ICT AND COMPUTING: For the next generation every job will be a technological job. At Tuxford Academy Our ICT and Computing KS3 curriculum is aimed at inspiring a generation of problem solvers who are ICT literate, value technological know-how and appreciate where computing can take them. Our curriculum enables students to develop a breadth of ICT skills and knowledge that will enable them to become functional users of computers. This computer literacy will be essential to students across their subjects and later in the workplace. Our curriculum also generates a desire amongst students to explore the current and potential role of technology in the modern world as they gain experiences of coding. We believe the best way to learn ICT and Computing in through activities which encouraging creative problems solving. These activities often stem from business scenarios as we encourage students to see the opportunities presented by ICT and computing in the workplace. Across these activities we actively teach students to develop persistence and resilience as they pursue solutions to problems. Our KS3 provision provides a foundation of skills and knowledge from which students we hope students pursue a range of KS4 pathways relating to ICT, Computing and Business. In summary, our KS3 provision aims to equip students with a toolkit of ICT skills and knowledge needed in the world or work and inspire a desire in students to actively contribute to the technological age.