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| Learner stage | What I should know, understand, be able to explain or do |
| Exceptional Mastery (E) | I know that programming bridges the gap between algorithmic solutions and computers.  I have practical experience of a high-level textual language, including using standard libraries when programming.  I can use a range of operators and expressions e.g. Boolean, and applies them in the context of program control.  I can select the appropriate data types. |
| Advancing mastery (A) | I know the difference between, and appropriately I can use if and if, then and else statements.  I can use variable and relational operators within a loop to govern termination.  I can design, write and debug modular programs using procedures.  I know that a procedure can be used to hide the detail with subsolution (procedural abstraction). |
| Secure mastery (S) | I can create programs that implement algorithms to achieve given goals.  I can declare and assign variables  I can use post-tested loops e.g. 'until', and a sequence of selection statements in programs, including use of if…then… else statement. |
| Developing mastery (D) | I can use arithmetic operators, if statements, and loops, within programs.  I can use logical reasoning to predict the behaviour of programs.  I can find and correct simple semantic errors i.e. debugging, in programs. |
| Emerging mastery (F) | I know that users can write their own programs.  I can create a simple program.  I can run, check and change programs.  I know that programs run by following precise instructions. |