KS3 **ICT/CS Year** 7 Progression Grid

	Working Towards	**Expected Standard**	**Greater Depth**
	By the end of Year 7 a student should be able to:	By the end of Year 7 a student should be able to:	By the end of Year 7 a student should be able to:
A U T U M N	- Understand how to keep themselves safe when using the school network and the internet - Identify the components inside the box of a CPU - Define the terms operating system and utility software - Identify a range of different peripheral devices that can be connected to a computer - Identify the different parts of the fetch, decode, execute *cycle*	- Explain how to keep themselves safe when using the internet and the school system - Explain the components inside the box of a CPU and how they are related - Explain the purpose of operating systems and utility software - Categorise peripherals into either input or output devices - Identify how the fetch decode execute cycle works - Understand how instructions are stored and executed within a computer system	- Evaluate different ways to keep themselves safe when using social media - Explain the function of each item inside the box of the CPU and how each relates to others. - Explain the functionality of operating systems and utility - Analyse the functions of different peripherals that can attach to a computer - Analyse how different components are used in each sections of the fetch decode, execute cycle and how they relate/interact with each other

S P R I N G	- Explain what a stand-alone computer is and identify an alternative to this - Understand how computers communicate with one another - Understand that computers can share resources and why this is good - Identify different network layouts - Understand the how wired and wireless networks function - Identify what the different symbols in a flow chart should do	- Identify what a network is and its advantages - Explain how computers communicate with one another - Identify components needed to link computers together to share resources. - Accurately draw different layouts of how networks can be put together. - Identify advantages and disadvantages of different network layouts. - Explain the differences between wired and wireless networks - Define abstraction, decomposition and algorithm and apply them to given situations - Identify how a flow chart works and be able to draw one using information. - Identify different types of errors that occur in programming.	- Analyse the function of a network and explain both advantages and disadvantages of this - Analyse how computers communicate with different computer systems - Analyse the advantages/disadvantages of different network layouts - Analyse the use of wired and wireless networks - Use abstraction and decomposition to produce an flow chart using the correct symbols - Analyse programming code to identify and explain different types of errors.

SUMMER	- Understand that HTML pages are made up of pairs of tags - Identify the function of different pairs of tags in HTML - Understand how to change the format ot text within a webpage to make it easier to read. - Produce a simple webpage with text and one image	- Use simple HTML tags to produce a basic webpage - Add images and different formatting options into their coding to enhance the outcome - Update an existing page to include buttons and interactivity - Update an existing page to include a user form	- Use complex HTML tags to produce a detailed webpage - Add tables and bullet lists into their coding to enhance the readability of a webpage - Change the position of images on a webpage including adding multiple images side by side - Update an existing page to include CSS - Update an existing page to include a user form that can be filled in