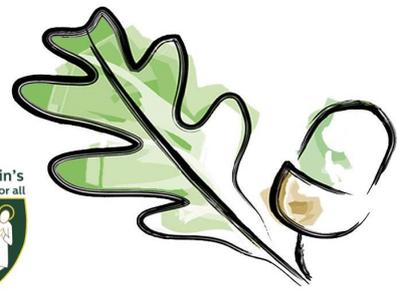


# More Able in ICT and Computing



## KS3

Students who are More Able in **ICT** will be able to demonstrate ICT capability at level 5 in Year 7, level 6 in Year 8 and level 7 in Year 9. They will learn and apply new ICT techniques quickly and recognise the need to create solutions that are fit for purpose.

- **Use initiative** to exploit the potential of more advanced features of ICT tools.
- Transfer and apply ICT skills and techniques confidently in new contexts e.g. Using skills learned in ICT and applying them to other subjects
- **Assist other students** and produce work that can be used as exemplar material for the course.
- Explore independently beyond the given breadth of an ICT topic
- **Initiate ideas** and **solve problems** and use ICT **effectively and creatively**.
- Exhibit excellent **PLTS** in all that they do.
- Anticipate and deal with problems by thinking of creative solutions and determine which is the best solution to implement
- Exhibit **excellent project management** skills and recognise how to improve their work to achieve higher Assessment levels.
- Lead through their contributions to a variety of discussion topics
- Be prepared to **act as teachers** of others in the lessons
- Will have a high level of understanding of the impact of the use of ICT in the modern world and recognise the issues that exist
- Plan and develop solutions which show **efficiency and integration** of ICT tools and techniques

## KS4

Students who are More Able in **ICT** will:

- Be able to work independently
- Manage their own time
- Determine how to improve their own work by using Assessment criteria
- Aim for A\* grade at GCSE and Distinction for the OCR nationals
- Have secured the PLTS from KS3 into their learning
- Have a genuine interest in exploring the use of ICT tools and can apply them to produce near professional standards of work.
- Apply high standards of literacy, digital literacy and numeracy throughout their work.

## KS5

Students who are More Able in **Computing** will:

- be strong in mathematics
- be interested and become knowledgeable about current and evolving technologies
- become proficient in using advanced programming techniques.
- probably be self taught in one computer language.

**Examples of software that will be used for projects:**

Flash, Scratch, Gamemaker, Photostory, Audacity