Unit	Pivot Stickfigure	Assessing Pupil Progress

Name:		Group:

	Level 4	Level 5	Level 6
Planning, Developing & Evaluating	• **Purpose** of solution • Description of **Target audience.** • **Description** of solution **Sketch** (diagram, storyboard, mind map). ☐	• **Purpose** of solution • Description of **Target audience.** • **Description** of solution • **Sketch** (diagram, storyboard, mind map). • Sources of **information.** • Identify the various **features** of hardware and software to be used. ☐	• **Purpose** of solution • Description of **Target audience.** • **Description** of solution • **Sketch** (diagram, storyboard, mind map) • Sources of **information** • Discuss how various **features** of hardware and software are to be used to create one solution. • How will the solution make things better e.g. improve **efficiency**. ☐
	• Explain how such software or hardware could be used in **school** and in **work**. ☐	• Identify the **advantages** and **disadvantages** of using such software or hardware in **school** and in **work**. ☐	• **Discuss** the **advantages** and **disadvantages** of using such software or hardware in **school, work** and **leisure**. ☐
	• List the **good and not so good features** of the solution. ☐	• Create an evaluation **criteria** list. • **Evaluate** solution using the list. • **Identify** improvements. • Make some **improvements**. ☐	• Create an evaluation **criteria** list. • **Evaluate** solution using the list. • Get **others** to evaluate and give feedback. • **Identify** improvements. • Make **improvements** that will make it **better** for the target audience or user and more **efficient** where appropriate. ☐
Sequencing	• Create an animation sequence **instruction** e.g. moving character. • **Improve** the animation sequence **instruction** e.g. adjust speed, size, flip or centre. ☐	• Create an animation sequence **instruction** e.g. moving character. • **Improve** the animation sequence **instruction** e.g. adjust speed, size, flip or centre. • Add to the animation sequence instruction e.g. adding other characters that move in an **exact way**. ☐	• Create an animation sequence **instruction** e.g. moving character. • **Improve** the animation sequence **instruction** e.g. adjust speed, size, flip or centre. • Add to the animation sequence instruction e.g. adding other characters that move in an **exact way**. • Add **further** animation sequence **instruction** to make characters **interact** e.g. with other characters or objects. ☐
	Mostly 4's ☐	Mostly 5's ☐	Mostly 6's ☐

I could not do this on my own 🙁 ☐	I would need some help 😐 ☐	I could do this on my own 🙂 ☐