

Requirements for Using ICT

Across the curriculum, at a level appropriate to their ability, pupils should be enabled to develop ICT skills to:

Explore

- access and manage data and information;
- research, select, process and interpret information;
- investigate, make predictions and solve problems through interaction with digital tools.

Express

- create, develop, present and publish ideas and information using a range of digital media;
- manipulate information and multimedia products using a range of assets.

Exchange

- communicate using a range of contemporary digital methods and tools;
- share, collaborate, exchange and develop ideas digitally;
- understand how to keep safe and display acceptable online behaviour.

Evaluate

- talk about, review and make improvements to work, reflecting on the process and outcome;
- consider the sources and resources used.

Exhibit

- manage and present their stored work;
- showcase their learning across the curriculum.

Draft Levels of Progression in Using ICT across the curriculum: Key Stage 3

The colours used in this document provide a means by which progression in the requirements may be tracked across the levels.

	Level 1 Pupils can	Level 2 Pupils can	Level 3 Pupils can	Level 4 Pupils can	Level 5 Pupils can	Level 6 Pupils can	Level 7 Pupils can
access information from a given digital source	access, select and use information from a given digital source	access, select, edit and use information from given digital sources	research, select, edit and use assets from a range of digital sources	research, select, edit, use and evaluate assets from a range of digital resources	research, select and evaluate assets from a range of digital resources, justifying and referencing their sources	research, select and evaluate assets from a range of sources, found and created, discriminating the relevance, reliability and accuracy of this information, justifying and referencing their sources	
explore and interact with a digital device or environment	carry out a series of instructions using a digital device or environment	carry out and edit a series of instructions, make predictions and solve problems using a digital device or environment	investigate and solve problems in a digital environment	investigate and solve problems in a range of digital environments	investigate and solve problems in digital environments by developing and manipulating models	investigate and solve problems in digital environments by designing solutions to meet the needs of the user	
present their ideas in different ways including graphical forms	collect, enter and present data, making observations	collect, enter, organise and present data and draw conclusions					
express ideas by creating pictures and composing text or adding own voiceover	create and edit text onscreen, combining images and/or sound	communicate and develop ideas by creating and editing text onscreen, combining this with an appropriate selection of images and/or sound	process found or self-produced assets, including text, number, sound, still or moving images, and combine these to create, present and communicate their work, showing an awareness of audience and purpose	process found and self-produced assets, integrating text, number, sound, still and moving images to create, present and communicate their work, demonstrating a clear understanding of audience and purpose	manipulate and integrate a combination of text, number, sound, still and moving images, to create, present and communicate their information and multimedia products, for specific audiences and purposes	exploit a range of appropriate software facilities, which includes digital video, web and multimedia authoring software, to produce a solution which meets user needs	
		understand that digital methods can be used to communicate	use contemporary digital methods to communicate	use a range of contemporary digital methods to communicate, exchange and share work with peers	use a range of contemporary digital methods to communicate, exchange and share their information and multimedia products with peers, experts and end users	exploit contemporary communication methods to exchange, share, collaborate and develop their ideas and information with peers, experts and end users, contributing to a collaborative global environment	
			demonstrate an awareness of acceptable online behaviour	demonstrate acceptable online behaviour	demonstrate acceptable online behaviour using agreed protocols	demonstrate acceptable online behaviour, showing an awareness of conventions and protocols associated with different environments	
	talk about how to improve their work	make modifications to their work	use appropriate ICT tools and features to improve work	use appropriate ICT tools and features to carry out ongoing improvements and reflect on process and outcome	review their use of ICT, routinely evaluating and justifying the processes and outcomes	review their use of ICT, testing and adjusting work as necessary, collecting and responding to the views of end users and to client needs	
print their work	save their work	save work for further use, using meaningful file names	organise, store and retrieve their work	organise, store and maintain their work	manage their stored work showing an awareness of format, portability and size	manage, store and present work taking account of format, size, portability, copyright and versioning	
		select and store work in a digital bank to showcase learning	select and organise their work in a digital bank to showcase learning	manage a digital bank of work to showcase learning across the curriculum	develop, maintain and present a digital bank of work to showcase learning across the curriculum	exploit appropriate ICT tools to develop, manage and present a logically structured digital bank of work to showcase learning across the curriculum	