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	Level 4	Level 5	Level 6
Planning, Developing & Evaluating	<ul style="list-style-type: none"> <li>• <b>Purpose</b> of solution</li> <li>• Description of <b>Target audience</b>.</li> <li>• <b>Description</b> of solution <b>Sketch</b> (diagram, storyboard, mind map).</li> </ul> <input type="checkbox"/>	<ul style="list-style-type: none"> <li>• <b>Purpose</b> of solution</li> <li>• Description of <b>Target audience</b>.</li> <li>• <b>Description</b> of solution</li> <li>• <b>Sketch</b> (diagram, storyboard, mind map).</li> <li>• Sources of <b>information</b>.</li> <li>• Identify the various <b>features</b> of hardware and software to be used.</li> </ul> <input type="checkbox"/>	<ul style="list-style-type: none"> <li>• <b>Purpose</b> of solution</li> <li>• Description of <b>Target audience</b>.</li> <li>• <b>Description</b> of solution</li> <li>• <b>Sketch</b> (diagram, storyboard, mind map)</li> <li>• Sources of <b>information</b></li> <li>• Discuss how various <b>features</b> of hardware and software are to be used to create one solution.</li> <li>• How will the solution make things better e.g. improve <b>efficiency</b>.</li> </ul> <input type="checkbox"/>
	<ul style="list-style-type: none"> <li>• Explain how such software or hardware could be used in <b>school</b> and in <b>work</b>.</li> </ul> <input type="checkbox"/>	<ul style="list-style-type: none"> <li>• Identify the <b>advantages</b> and <b>disadvantages</b> of using such software or hardware in <b>school</b> and in <b>work</b>.</li> </ul> <input type="checkbox"/>	<ul style="list-style-type: none"> <li>• <b>Discuss</b> the <b>advantages</b> and <b>disadvantages</b> of using such software or hardware in <b>school, work</b> and <b>leisure</b>.</li> </ul> <input type="checkbox"/>
	<ul style="list-style-type: none"> <li>• List the <b>good and not so good features</b> of the solution.</li> </ul> <input type="checkbox"/>	<ul style="list-style-type: none"> <li>• Create an evaluation <b>criteria</b> list.</li> <li>• <b>Evaluate</b> solution using the list.</li> <li>• <b>Identify</b> improvements.</li> <li>• Make some <b>improvements</b>.</li> </ul> <input type="checkbox"/>	<ul style="list-style-type: none"> <li>• Create an evaluation <b>criteria</b> list.</li> <li>• <b>Evaluate</b> solution using the list.</li> <li>• Get <b>others</b> to evaluate and give feedback.</li> <li>• <b>Identify</b> improvements.</li> <li>• Make <b>improvements</b> that will make it <b>better</b> for the target audience or user and more <b>efficient</b> where appropriate.</li> </ul> <input type="checkbox"/>
Sequencing	<ul style="list-style-type: none"> <li>• Create a game <b>instruction</b> e.g. moving character.</li> <li>• <b>Improve</b> the game instruction e.g. keyboard control.</li> </ul> <input type="checkbox"/>	<ul style="list-style-type: none"> <li>• Create a game <b>instruction</b> e.g. moving character.</li> <li>• <b>Improve</b> the game instruction e.g. keyboard control.</li> <li>• Add to the game instruction e.g. adding other characters that move in an <b>exact way</b>.</li> </ul> <input type="checkbox"/>	<ul style="list-style-type: none"> <li>• Create a game <b>instruction</b> e.g. moving character.</li> <li>• <b>Improve</b> the game instruction e.g. keyboard control.</li> <li>• Add to the game instruction e.g. adding other characters that move in an <b>exact way</b>.</li> <li>• Add <b>further instruction</b> to make your characters <b>interact</b>.</li> </ul> <input type="checkbox"/>
Mostly 4's	<input type="checkbox"/>	Mostly 5's	<input type="checkbox"/>
		Mostly 6's	<input type="checkbox"/>

I could not do this on my own		<input type="checkbox"/>	I would need some help		<input type="checkbox"/>	I could do this on my own		<input type="checkbox"/>
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