

## Personalised Learning Checklist

Subject: Computing

Year group: 8 – Term 2



Dear Student,

The list below is the learning you should will complete in term 2. Your teacher will use the list to check your progress during this time. It may be used for short quizzes, mini assessments or homework. Where there are gaps your lessons will focus on improving your knowledge and understanding.

| Objective   | My personal RAG rating (Red- do not understand, Amber- some understanding, Green- I am confident) |       |       | Teacher RAG rating |
|---|---|-------|-------|--------------------|
| Describe what algorithms and programs are and how they differ   | RED   | AMBER | GREEN |                    |
| Recall that a program written in a programming language needs to be translated in order to be executed by a machine | RED   | AMBER | GREEN |                    |
| Write simple Python programs that display messages, assign values to variables, and receive keyboard input          | RED   | AMBER | GREEN |                    |
| Locate and correct common syntax errors   | RED   | AMBER | GREEN |                    |
| Describe the semantics of assignment statements   | RED   | AMBER | GREEN |                    |
| Use simple arithmetic expressions in assignment statements to calculate values                                      | RED   | AMBER | GREEN |                    |
| Receive input from the keyboard and convert it to a numerical value   | RED   | AMBER | GREEN |                    |
| Use relational operators to form logical expressions  | RED   | AMBER | GREEN |                    |
| Use binary selection (if, else statements) to control the flow of program execution                                 | RED   | AMBER | GREEN |                    |
| Generate and use random integers  | RED   | AMBER | GREEN |                    |
| Use multi-branch selection (if, elif, else statements) to control the flow of program execution                     | RED   | AMBER | GREEN |                    |
| Describe how iteration (while statements) controls the flow of program execution                                    | RED   | AMBER | GREEN |                    |
| Use iteration (while loops) to control the flow of program execution  | RED   | AMBER | GREEN |                    |
| Use variables as counters in iterative programs   | RED   | AMBER | GREEN |                    |
| Combine iteration and selection to control the flow of program execution  | RED   | AMBER | GREEN |                    |
| Use Boolean variables as flags  | RED   | AMBER | GREEN |                    |