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	Level 4	Level 5	Level 6
Planning, Developing & Evaluating	<ul style="list-style-type: none"> • Purpose of solution • Description of Target audience. • Description of solution Sketch (diagram, storyboard, mind map). <input type="checkbox"/>	<ul style="list-style-type: none"> • 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. <input type="checkbox"/>	<ul style="list-style-type: none"> • 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. <input type="checkbox"/>
	<ul style="list-style-type: none"> • Explain how such software or hardware could be used in school and in work. <input type="checkbox"/>	<ul style="list-style-type: none"> • Identify the advantages and disadvantages of using such software or hardware in school and in work. <input type="checkbox"/>	<ul style="list-style-type: none"> • Discuss the advantages and disadvantages of using such software or hardware in school, work and leisure. <input type="checkbox"/>
	<ul style="list-style-type: none"> • List the good and not so good features of the solution. <input type="checkbox"/>	<ul style="list-style-type: none"> • Create an evaluation criteria list. • Evaluate solution using the list. • Identify improvements. • Make some improvements. <input type="checkbox"/>	<ul style="list-style-type: none"> • 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. <input type="checkbox"/>
Sequencing	<ul style="list-style-type: none"> • Create a game instruction e.g. moving character. • Improve the game instruction e.g. keyboard control. <input type="checkbox"/>	<ul style="list-style-type: none"> • Create a game instruction e.g. moving character. • Improve the game instruction e.g. keyboard control. • Add to the game instruction e.g. adding other characters that move in an exact way. <input type="checkbox"/>	<ul style="list-style-type: none"> • Create a game instruction e.g. moving character. • Improve the game instruction e.g. keyboard control. • Add to the game instruction e.g. adding other characters that move in an exact way. • Add further instruction to make your characters interact. <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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