

KS3 Programming Formative Assessment Criteria – Year 8

	Programming Skills	Control Structures	Language features
8 Emerging	1.1 Use an IDE to write and execute a Python program	1.1 Arrange program statements in a sequence. 1.2 Call functions and use the results that they return.	1.1 Arithmetic operators and expressions 1.2 Output (print) 1.3 Assignment (literals)
8 Developing	2.1 Locate and correct common syntax errors. 2.2 Walk through a sequence and sketch the state and output.	2.1 Use binary selection to control the flow of program execution.	2.1 Selection (binary) – if, else 2.2 Relational operators in logical expressions (<,>,<=,>=,!=)
8 Securing	3.1 Walk through branches and sketch the state and output.	3.1 Use selection to control the flow of program execution.	3.1 Selection – if, elif, else 3.2 Randomness and using modules (randint)
8 Mastering	4.1 Walk through loops and sketch the state and output 4.2 Use variables as counters in iterative programs.	4.1 Use iteration to control the flow of program execution. 4.2 Combine iteration and selection.	4.1 Iteration (while loop) 4.2 Logical operators and expressions (and, or, not)