

CRITERIA SHEET TITLE

Introduction to Programming: **Bee-Bot – Best Route**

Student Name: _____ Year Level: Year 1 Subject: Technologies Date: _____ Teacher: _____

Task: Create a range of digital solutions, through guided play and integrated learning, e.g. using robotic toys to navigate a map. Represent data using a digital solution.

Criteria

A
Applying

B
Making Connections

C
Working With

D
Exploring

E
Becoming Aware

The student's work demonstrates evidence of:

Knowledge and Understanding	Recognise and explore patterns in data and represent data as pictures, symbols and diagrams (ACTDIK002)	use of digital systems to clearly and effectively represent simple patterns in data in different ways	use of digital systems to effectively represent simple patterns in data in different ways	use of digital systems to represent simple patterns in data in different ways	guided use of digital systems to represent simple patterns in data in different ways	directed use of digital systems to represent simple patterns in data
	Recognise and explore patterns in data and represent data as pictures, symbols and diagrams (ACTDIK002)	comprehensive collection of familiar data and display of the data to clearly and effectively convey meaning	detailed collection of familiar data and display of the data to effectively convey meaning	collection of familiar data and display of the data to convey meaning	guided collection of familiar data and display of the data to convey aspects of meaning	directed collection of familiar data and display of the data
Processes and Production skills	Follow, describe and represent a sequence of steps and decisions (algorithms) needed to solve simple problems (ACTDIP004)	considered design of solutions to simple problems using a sequence of steps and decisions	informed design of solutions to simple problems using a sequence of steps and decisions	design solutions to simple problems using a sequence of steps and decisions	guided design of solutions to simple problems using a sequence of steps and decisions	directed design of solutions to simple problems using steps
	Create and organise ideas and information using information systems independently and with others, and share these with known people in safe online environments (ACTDIP006)	considered creation and organisation of ideas and information using information systems	effective creation and organisation of ideas and information using information systems	creation and organisation of ideas and information using information systems	guided creation and organisation of ideas and information using aspects of information systems	directed creation and organisation of ideas and information using aspects of information systems
	clear and effective sharing of information in safe online environments.	effective sharing of information in safe online environments.	sharing of information in safe online environments.	guided sharing of information in safe online environments.	directed sharing of information in safe online environments.	

Foundation to Year 2 Achievement Standard

By the end of Year 2, students **identify** how common digital systems (hardware and software) are used to meet specific purposes. They use digital systems to **represent** simple patterns in data in different ways.

Students **design** solutions to simple problems using a **sequence** of steps and decisions. They collect familiar data and display them to convey meaning. They create and **organise** ideas and information using information systems, and share information in safe online environments.

Signed: _____

Date: _____

