



*Our Vision:*

*To develop aspirational learners who strive for excellence academically, creatively and culturally, benefitting from a wide range of opportunities led by inspirational educators.*

## SHIRLEY HIGH SCHOOL PERFORMING ARTS COLLEGE

### KEY STAGE 3 – WORKING AT - DIGITAL LITERACY

Subject	Working Towards	Working At	Working Beyond
Digital Literacy Y7	Students achieve many but not all aspects of the Working At criteria	<ul style="list-style-type: none"> <li>Students can create a simple digital product using one application that they have selected. The digital product is generally fit for purpose and meets some of the needs of a given audience.</li> <li>Students can gather feedback about their digital product, based on success criteria, and use this to make simple improvements.</li> </ul>	Students consistently achieve criteria for working at and provide examples that show considerable depth and understanding.
Digital Literacy Y8	Students achieve many but not all aspects of the Working At criteria	<ul style="list-style-type: none"> <li>Students can create a complex digital product using a number of applications that they have selected. The digital product is mostly fit for purpose and meets most needs of a given audience.</li> <li>Students can collect and analyse data generated by their digital product to confirm its usability.</li> <li>Students can gather feedback about their digital product, based on specific success criteria, analyse the data collected and use this to make improvements on its usability.</li> </ul>	Students consistently achieve criteria for working at and provide examples that show considerable depth and understanding.
Digital Literacy Y9	Students achieve many but not all aspects of the Working At criteria	<ul style="list-style-type: none"> <li>Students can re-use, revise and repurpose a digital product using a number of applications that they have selected so that it meets most needs of a different audience.</li> <li>Students can collect, analyse and evaluate data generated by their digital product to confirm its usability and user-friendliness.</li> <li>Students can gather feedback about their repurposed digital product, based on specific success criteria, analyse and evaluate the data collected and use this to improve its usability and user-friendliness.</li> <li>Students can produce a plan to design and produce a digital artefact that includes trustworthy information obtained from two separate sources.</li> </ul>	Students consistently achieve criteria for working at and provide examples that show considerable depth and understanding.

