		x	Covered generally					B	Covered up to beginner level (PINK STRAND)				I	Covered up to intermediate level (YELLOW STRAND)					A	Covered up to advanced level (BLUE STRAND)												
Progression pathway		***Rabbids Coding***																															
KS3 National Curriculum	Covered	***Level 1***	***Level 2***	***Level 3***	***Level 4***	***Level 5***	***Level 6***	***Level 7***	***Level 8***	***Level 9***	***Level 10***	***Level 11***	***Level 12***	***Level 13***	***Level 14***	***Level 15***	***Level 16***	***Level 17***	***Level 18***	***Level 19***	***Level 20***	***Level 21***	***Level 22***	***Level 23***	***Level 24***	***Level 25***	***Level 26***	***Level 27***	***Level 28***	***Level 29***	***Level 30***	***Level 31***	***Level 32***
Digital Literacy																																	
understand a range of ways to use technology safely	No																																
understand a range of ways to use technology respectfully	No																																
understand a range of ways to use technology responsibly	No																																
understand a range of ways to use technology securely	No																																
Protecting their online identity and privacy	No																																
Recognise inappropriate content	No																																
Recognise inappropriate contact	No																																
Recognise inappropriate conduct	Yes																																

Know how to report concerns	No																																
Computer Science																																	
Design computational abstractions that model the state and behaviour of real-world problems and physical systems	Yes	B	B	B	B	B	B	B	A	A	A	B	B	B	B	B	B	B	B	B	B	B	B	B	A	A	A	A	A	A	A	A
Use computational abstractions that model the state and behaviour of real-world problems and physical systems	No																																
Evaluate computational abstractions that model the state and behaviour of real-world problems and physical systems	Yes	I	I	I	I	I	I	I	I	I	I	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A
Understand several key algorithms that reflect computational thinking	Yes	B	B	B	B	B	B	B	B	B	B	B	B	B	B	B	B	B	B	B	B	B	B	B	B	B	B	B	B	B	B	B	B
Use logical reasoning to compare the utility of alternative algorithms for the same problem	Yes	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A

Use two or more programming languages, at least one of which is textual, to solve a variety of computational problems	Yes	B	B	B	B	B	B	B	B	B	B	B	B	B	B	B	B	B	B	B	B	B	B	B	B	B	B	B	B	B	B	B	B
Make appropriate use of data structures	No																																
Design modular programs that use procedures or functions	No																																
Develop modular programs that use procedures or functions	No																																
Understand simple Boolean logic and some of its uses in circuits and programming	Yes																	B	B	B	B	B	B	B	I	I	I	I	I	I	I	I
Understand how numbers can be represented in binary	No																																
Be able to carry out simple operations on binary numbers	No																																
Understand the hardware and software components that make up computer systems	No																																

Understand how hardware and software communicate with one another and with other systems	No																																
Understand how instructions are stored and executed within a computer system	No																																
Understand how data of various types (including text, sounds and pictures) can be represented and manipulated digitally, in the form of binary digits	No																																
	No																																
	No																																
	No																																
Information Technology																																	
undertake creative projects that involve selecting multiple applications to achieve challenging goals	No																																
undertake creative projects that involve using multiple applications to achieve challenging goals	No																																

undertake creative projects that involve combining multiple applications to achieve challenging goals	No																																
Undertake creative projects across a range of devices	No																																
collecting data	No																																
analysing data	No																																
meeting the needs of known users	No																																
Create digital artefacts for a given audience	No																																
Re-use digital artefacts for a given audience	No																																
Revise digital artefacts for a given audience	No																																
Re-purpose digital artefacts for a given audience	No																																
Attention to trustworthiness	No																																
Attention to design	No																																
Attention to usability	No																																