CODING AND ROBOTICS ASSESSMENT – GRADE 1

We assess the practical competencies with rubrics

1	2	3	4
No / limited understanding It is the learner that needs constant assistance from a teacher or peers. Cannot start on their own	Basic understanding Cannot apply. Will start solving the problem and then wait for assistance with most tasks	Good understanding and can mostly apply. Needs occasional help. Might not always be able to explain all aspects	Advanced understanding. Needs occasional help. Can apply and debug without prompting. Can mostly explain all aspects

Grade R Term 1

RUBRIC	1	2	3	4	[24]
C1 – Abstraction		✓			2
C1 – Decomposition			✓		3
C3		✓			2
C6	✓				1
R5			✓		3
R6	✓				1
TOTAL					12

TICK LIST	Yes 1	No 0
R1 What is a robot	✓	
D2 Digital Citizenship		✓
D3 Computing devices		✓
TOTAL		1
TOTAL of RUBRIC & TICK LIST 24 + 3 = **27**		13

In term 4 we use the 23 competencies in grade 1 to grade 3

Then we combine competencies

Assessment:

We assess the practical competencies with rubrics

Each practical competency can get a mark out of 4 – See the key above.

1	2	3	4
No / limited understanding It is the learner that needs constant assistance from a teacher or peers. Cannot start on their own	Basic understanding Cannot apply. Will start solving the problem and then wait for assistance with most tasks	Good understanding and can mostly apply. Needs occasional help. Might not always be able to explain all aspects	Advanced understanding. Needs occasional help. Can apply and debug without prompting. Can mostly explain all aspects

Learner names Grade 1 Term 1	C1 Apply Computational Thinking - Decomposition	C1 Apply Computational Thinking - Abstraction	C2 Present a simple coding solution	C3 Interpret and execute a given code	C6 Identify and interpret patterns	R5 Design process	R6 Mimic the operations of a robot	TOTAL: 28
e.g. Learner 1	3	2	3	3	2	2	3	**18**
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For the theory competencies, we give a 1 if they can answer or identify and 0 if they cannot answer. We do not allocate ½ marks. Yes, they know it = 1 mark; No, they do not know it = 0 marks

Learner names Grade 1 Term 1	R1 What is a robot?	R2 Types of robots	D2 Digital Citizenship	D3 Computing devices	TOTAL: 4
e.g. Learner 1	1	1	0	1	3
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Learner 1 - final mark Term 1	
Total of Practical Competencies	18
Total of Theory Competencies	3
TOTAL	21
TOTAL of RUBRIC & TICK LIST 28 + 4 = **32**	

Assessment:

We assess the practical competencies with rubrics
Each practical competency can receive a mark out of 4 – See the key above.

1	2	3	4
No / limited understanding It is the learner that needs constant assistance from a teacher or peers. Cannot start on their own	Basic understanding Cannot apply. Will start solving the problem and then wait for assistance with most tasks	Good understanding and can mostly apply. Needs occasional help. Might not always be able to explain all aspects	Advanced understanding. Needs occasional help. Can apply and debug without prompting. Can mostly explain all aspects

Learner names Grade 1 Term 2	C1 Apply Computational Thinking - Decomposition	C1 Apply Computational Thinking - Abstraction	C2 Present a simple coding solution	C3 Interpret and execute a given code	C6 Identify and interpret patterns	R5 Design process	R6 Mimic the operations of a robot	TOTAL: 28
e.g. Learner 1	3	2	3	3	2	2	3	**18**
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For the theory competencies, we give a 1 if they can answer or identify and 0 if they cannot answer. We do not allocate ½ marks. Yes, they know it = 1 mark; No, they do not know it = 0 marks

Learner names Grade 1 Term 2	R1 What is a robot?	R2 Types of robots	D1 Technology and the purpose of IT	D2 Digital Citizenship	D3 Computing devices	TOTAL: 5
e.g. Learner 1	1	1	1	0	1	**4**
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Learner 1 - final mark Term 2	
Total of Practical Competencies	18
Total of Theory Competencies	4
TOTAL	22
TOTAL of RUBRIC & TICK LIST 28 + 5 = **33**	

We assess the practical competencies with rubrics
Each practical competency can get a mark out of 4 – See the key above.

1	2	3	4
No / limited understanding. It is the learner that needs constant assistance from a teacher or peers. Cannot start on their own	Basic understanding Cannot apply. Will start solving the problem and then wait for assistance with most tasks	Good understanding and can mostly apply. Needs occasional help. Might not always be able to explain all aspects	Advanced understanding. Needs occasional help. Can apply and debug without prompting. Can mostly explain all aspects

Learner names Grade 1 Term 3 *In Term 3 we start grouping the competencies. This is suggested groupings*	C1 Apply Computational Thinking	C2 Present a simple coding solution / R7 Create and test a coding	C3 Interpret and execute a given code / R6 Mimic the operations of a robot	C4 Debug – Find the mistake	C4 Debug – Fix the mistake	C6 Identify and interpret patterns	R5 Design process	D8 Decode	TOTAL: 32
e.g. Learner 1	3	2	3	3	2	2	2	2	**19**
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For the theory competencies, we give a 1 if they can answer or identify and 0 if they cannot answer. We do not allocate ½ marks. Yes, they know it = 1 mark; No, they do not know it = 0 marks

Learner names Grade 1 Term 3	R1 What is a robot?	R2 Types of robots	R3 Components of a robot	D1 Technology and the purpose of IT	D2 Digital Citizenship	D3 Computing devices	D4 Common uses of ICT	D7 Input / process / output	TOTAL: 8
e.g. Learner 1	1	1	1	0	0	1	0	1	5
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Learner 1 - final mark Term 3	
Total of Practical Competencies	19
Total of Theory Competencies	5
TOTAL	24
TOTAL of RUBRIC & TICK LIST 32 + 8 = **40**	

We assess the practical competencies with rubrics

Each practical competency can get a mark out of 4 – See the key above.

1	2	3	4
No / limited understanding It is the learner that needs constant assistance from a teacher or peers. Cannot start on their own	Basic understanding Cannot apply. Will start solving the problem and then wait for assistance with most tasks	Good understanding and can mostly apply. Needs occasional help. Might not always be able to explain all aspects	Advanced understanding. Needs occasional help. Can apply and debug without prompting. Can mostly explain all aspects

Learner names Grade 1 Term 4 *In Term 4 we group competencies. This is suggested groupings*	C1 Apply Computational Thinking	C2 Present a simple coding solution / R7 Create and test a coding solution	C3 Interpret and execute a given code / R6 Mimic the operations of a robot	C4 Debug – Find the mistake	C4 Debug – Fix the mistake	C5 Evaluate a given code(s) – Improve or compare	C6 Identify and interpret patterns	R5 Design process	D8 Decode the secret message	D9 Encode – create the key and write a secret message	TOTAL: 40
e.g. Learner 1	3	2	3	3	2	3	2	2	3	2	**25**
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For the theory competencies, we give a 1 if they can answer or identify and 0 if they cannot answer. We do not allocate ½ marks. Yes, they know it = 1 mark; No, they do not know it = 0 marks

Learner names Grade 1 Term 4	R1 What is a robot?	R2 Types of robots	R3 Components of a robot	R4 Affect of robots on the world	D1 Technology and the purpose of IT	D2 Digital Citizenship	D3 Computing devices	D4 Common uses of ICT	D7 Input / process / output	TOTAL: 9
e.g. Learner 1	1	1	1	1	0	0	1	0	1	6
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Learner 1 - final mark Term 4	
Total of Practical Competencies	25
Total of Theory Competencies	6
TOTAL	31
TOTAL of RUBRIC & TICK LIST 40 + 9 = **49**	