|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **We are working on a collaborative project** | | | | |
| **SOLO LEVEL** | **One** | **Many** | **Relate** | **Extend** |
| **SOLO VERB** | ***Identify isolated skills*** | ***Describe and combine serial skills*** | ***Integrate skills*** | ***Evaluate skills*** |
| **DECLARATIVE KNOWLEDGE Knowing about (talking or writing about) collaborating safely online**  **Working on a collaborative project about information systems**  **Success criteria** | I can **IDENTIFY**  … ways to collaborate safely online | I can **DESCRIBE** protocols that guide me to be safe online and be a responsible digital citizen  I can **DESCRIBE** the pros and cons of existing information systems that we are studying | …AND I can **EXPLAIN** HOW and WHY particular technologies might be used in an information system | AND I can **EVALUATE** the effectiveness of my design of an information system based on functional requirements to accommodate:   * user needs * relevant technologies |
| **FUNCTIONING KNOWLEDGE**  **Knowing how to …**  **Working on a collaborative project about information systems**  **Success criteria** | I can **SHARE** ideas using a collaboration tool with some help  I can look at existing information systems and **IDENTIFY** the types of information that are used | I can use online collaboration tools such as Padlet or OneNote following agreed protocols  I can look at existing information systems and IDENTIFY the types of information that are used and the technology used to transmit/store/display data | I can use collaborative tools to effectively build on the ideas of others using agreed protocols  I can DESIGN an information system that considers how personal data needs to be protected and that the solution is sustainable | AND I can seek out and act on feedback to improve the effectiveness of my information system design as I go  Page 1 of 3 |
| **DECLARATIVE KNOWLEDGE Knowing about …**  **Designing an information system**  **Success criteria** | I can **IDENTIFY** the needs of a user.   * empathise * define | I can **ELABORATE** on these needs by sketching out different options for information system  I can **ANNOTATE** each design to clarify the different options for information system   * ideate | I can **BUILD** models or representations (prototypes) of an information system to learn more about the digital design solution   * prototype   eg I can **SEQUENCE** (storyboard) the development of an information system  I can annotate the sequence to **EXPLAIN** how the prototype development ensures an information system better meets user needs | I can repeatedly **TEST** the prototypes and use the results to continually inform improvements to the information system   * test   I can **EVALUATE** the effectiveness of the information system against clearly established criteria for the user’s needs. |
| **Digital technologies**  **Way of thinking** | Design thinking | Computational thinking  Design thinking | Systems thinking Computational thinking | Systems thinking Design thinking |

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As learning progresses, it becomes more complex. SOLO stands for the Structure of the Observed Learning Outcome.  It is a means of classifying learning outcomes in terms of their complexity. It can help differentiate a task to enable students to operate at their level and provide learning tasks that are progressively more challenging.

**For more about SOLO Taxonomy refer to these websites**

[**John Biggs Solo Taxonomy**](http://www.johnbiggs.com.au/academic/solo-taxonomy/)

[**HookED: Solo Taxonomy**](http://pamhook.com/solo-taxonomy/)

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