

SOLO taxonomy: Programming project (3-4)

We are creating a program using a programming blocks				
SOLO LEVEL	One	Many	Relate	Extend
SOLO VERB	<i>Identify and define</i>	<i>Combine and perform serial skills</i>	<i>Apply and integrate</i>	<i>Create and evaluate</i>
DECLARATIVE KNOWLEDGE Knowing about (talking or writing about) algorithms or the programming code Success criteria	<p><i>I can define an algorithm as a series of steps</i></p> <p><i>I can look at a program and identify motion, control and sound blocks and describe what they might do</i></p>	<p><i>I can describe an algorithm and what each part means and indicate user input and the resulting output or action</i></p> <p><i>I can read a program of visual blocks and describe what it might do</i></p>	<p><i>I can explain how to create an algorithm for a task I'm going to program a solution for</i></p> <p><i>I can explain what a computer program of visual blocks does and show how branching results in different actions or events</i></p>	<p><i>I can explain how to improve an algorithm for example by adding branching</i></p> <p><i>I can discuss ways to improve a computer program and suggest ways to debug a program if it is not working as desired</i></p>
FUNCTIONING KNOWLEDGE Knowing how to ... Creating an algorithm Creating a computer program using a visual programming language Success criteria	<p>I can order steps in the right sequence if I'm given the steps of the task</p> <p>I can identify some visual programming blocks; for example, ones for movement and making sounds</p>	<p>I can describe and follow a series of steps to complete a task</p> <p>I can combine several blocks to create a simple program</p>	<p>I can create an algorithm to describe a task or process</p> <p>I can identify parts of the algorithm where choices are made (branching) and different events or actions result from user input or are sensed from environment</p> <p>I can create a program using visual blocks and include user input and branching to allow for different options</p>	<p>I can create an algorithm for a task and work through it and debug steps that are incorrect</p> <p>I can evaluate my program, seek feedback from others and make changes based on feedback</p>
Digital technologies Way of thinking	Computational thinking	Computational thinking	Computational thinking	Computational 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](#)

[HookED: Solo Taxonomy](#)



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