Computing Framework - Milestone 1

Intent
• Competence in coding for a variety of practical and inventive purposes, including the application of ideas within other subjects. • The ability to connect with others safely and respectfully, understanding the need to act within the law and with moral and ethical integrity are vital life skills which run throughout the curriculum and not just in discrete computing lessons. • An understanding of the connected nature of devices. • The ability to communicate ideas well by using applications and devices throughout the curriculum. • The ability to collect, organise and manipulate data effectively. • Children will use a range of applications, operating systems and devices to help become proficient, safe, responsible and creative users of technology, software and online systems.

Threshold Concepts	Skills	
Code This concept involves developing an understanding of instructions, logic and sequences.	Motion	• To control motion by specifying the number of steps to travel, direction and turn.
	Looks	• To add text strings, show and hide objects and change the features of an object.
	Sound	• To select sounds and control when they are heard, their duration and volume.
	Draw	• To control when drawings appear and set the pen colour, size and shape.
	Events	• To specify user inputs (such as clicks) to control events.
	Control	• To specify the nature of events (such as a single event or a loop).
	Sensing	• To create conditions for actions by waiting for a user input (such as responses to questions like: What is your name?).
	Variables and lists	
	Operators	
	Other experiences	

Connect This concept involves developing an understanding of how to safely connect with others.		• To participate in class social media accounts. • To understand online risks and the age rules for sites. • To load and navigate websites • To log on and use secure online learning platforms • To understand the rules for keeping safe online
Communicate This concept involves using apps to communicate one's ideas.		• To use a range of applications and devices in order to communicate ideas, work and messages. • To capture and download images/video from devices such as a camera or iPad • To plan and create animation using a simple online program • To develop keyboard skills to be able to word process simple texts
Collect This concept involves developing an understanding of databases and their uses.		• To use simple databases to record information in areas across the curriculum. • To use simple databases to find and record information in areas across the curriculum • To collect data and present using tools eg. make a pictogram