

## Computing Framework - Milestone 2

Intent		
<ul style="list-style-type: none"> <li>• Competence in coding for a variety of practical and inventive purposes, including the application of ideas within other subjects.</li> <li>• 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.</li> <li>• An understanding of the connected nature of devices.</li> <li>• The ability to communicate ideas well by using applications and devices throughout the curriculum.</li> <li>• The ability to collect, organise and manipulate data effectively.</li> <li>• 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.</li> </ul>		
Threshold Concepts	Skills	
<b>Code</b> This concept involves developing an understanding of instructions, logic and sequences.	Motion	• To use specified screen coordinates to control movement.
	Looks	• To set the appearance of objects and create sequences of changes.
	Sound	• To create and edit sounds. Control when they are heard, their volume, duration and rests.
	Draw	• To use a variety of control tools.
	Events	• To specify conditions to trigger events.
	Control	• To use IF THEN conditions to control events or objects.
	Sensing	• To create conditions for actions by sensing proximity or by waiting for a user input (such as proximity to a specified colour or a line or responses to questions).
	Variables and lists	<ul style="list-style-type: none"> <li>• To use variables to store a value.</li> <li>• To use the functions define, set, change, show and hide to control the variables.</li> </ul>
	Operators	• To use the Reporter operators

		<p>() + ()  () - ()  () * ()  () / ()  to perform calculations.</p>
	Other experiences	
<p><b>Connect</b>  This concept involves developing an understanding of how to safely connect with others.</p>		<ul style="list-style-type: none"> <li>• To give examples of the risks posed by online communications.</li> <li>• To understand the term 'copyright'.</li> <li>• To understand how online services work.</li> <li>• To begin to contribute to blogs or other media that are moderated by teachers</li> <li>• To understand how to be kind online and what cyberbullying is</li> <li>• To protect personal information online</li> </ul>
<p><b>Communicate</b>  This concept involves using apps to communicate one's ideas.</p>		<ul style="list-style-type: none"> <li>• To use some of the advanced features of applications and devices in order to communicate ideas, work or messages professionally.</li> <li>• To create text, images and sounds for specific audience (capturing images from a range of sources).</li> <li>• To use in presentation</li> <li>• To plan and create animation using a variety of medium (Clay, toys, drawing)</li> <li>• To make and edit a simple film</li> </ul>
<p><b>Collect</b>  This concept involves developing an understanding of databases and their uses.</p>		<ul style="list-style-type: none"> <li>• To devise and construct databases using applications designed for this purpose in areas across the curriculum.</li> <li>• To begin to be able to perform effective web searches</li> <li>• To be able to test the reliability of online information</li> <li>• To make and explore branching databases</li> </ul>

		• To use spreadsheets
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