

High Ash C of E - computing milestones - 2020



Milestones for computing topics and themed week - **CODE** and **CONNECT** units compulsory. **COLLECT** unit optional.

Computing	Year 1/2	Year 3/4	Year 5/6
Code	Motion	Control motion by specifying the number of steps to travel, direction and turn.	Use specified screen coordinates to control movement.
	Looks	Add text strings, show and hide objects and change the features of an object.	Set the appearance of objects and create sequences of changes.
	Sound	Select sounds and control when they are heard, their duration and volume.	Create and edit sounds. Control when they are heard, their volume, duration and rests.
	Draw	Control when drawings appear and set the pen colour, size and shape.	Control the shade of pens.
	Events	Specify user inputs (such as clicks) to control events.	Specify conditions to trigger events
	Control	Specify the nature of events (such as a single event or a loop).	Use IF THEN conditions to control events or objects.
	Sensing	Create conditions for actions by waiting for a user input (such as responses to questions like: What is your name?).	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		Use variables to store a value. Use the functions define, set, change, show and hide to control the variables.
	Operators		Use the Reporter operators to perform calculations. () ()+() ()-() ()*() ()/()
Connect	Participate in class social media accounts. Understand online risks and the age rules for sites.	Contribute to blogs that are moderated by teachers. Give examples of the risks posed by online communications. Understand the term 'copyright'.	Collaborate with others online on sites approved and moderated by teachers. Give examples of the risks of online communities and demonstrate knowledge of how to minimise risk and report problems.

PSHCE Jigsaw unit		Understand that comments made online that are hurtful or offensive are the same as bullying. Understand how online services work.	Understand and demonstrate knowledge that it is illegal to download copyrighted material, including music or games, without express written permission, from the copyright holder. Understand the effect of online comments and show responsibility & sensitivity when online.
-------------------	--	--	---

Cross curricular milestones

Computing	Year 1/2	Year 3/4	Year 5/6
Communicate Cross-curricular for publishing work Word Publisher PowerPoint	Use a range of applications and devices in order to communicate ideas, work and messages.	Use some of the advanced features of applications and devices in order to communicate ideas, work or messages professionally.	Choose the most suitable applications and devices for the purposes of communication. Use many of the advanced features in order to create high quality, professional or efficient communications.
Collect Cross-curricular in Science and Maths Excel	Use simple databases to record information in areas across the curriculum.	Devise and construct databases using applications designed for this purpose in areas across the curriculum.	Select appropriate applications to devise, construct and manipulate data and present it in an effective and professional manner.