

COMPUTING			
	Milestone 1	Milestone 2	Milestone 3
TO CODE	<p>(In both algorithm, real life and code form, using PRIMM techniques)</p> <p>Join code blocks together Use green flag and 'touch' starting blocks Sequence basic instructions to do with movement and speech bubbles Record sounds and use in sequences Use count controlled loops Select, draw and modify sprites and backgrounds Use floor robots to create simple sequences (forwards, backwards and 90 degree turns)</p>	<p>(In both algorithm, real life and code form, using PRIMM techniques)</p> <p>Select, rename, resize, modify and draw sprites Use key press, mouse click and green flag starting blocks Change a block to make it act differently Use wait blocks Use wait until blocks Duplicate a sprite and its code Use selection in a loop (forever if) blocks Know that initiation code makes the sprite run the same every time it is run. Draw a Scratch backdrop Use count controlled loops Use indefinite loops Use floor robots to create sequences involving more complex movement, sound, repetition and sensing of sound and proximity.</p>	<p>(In both algorithm, real life and code form, using PRIMM techniques)</p> <p>Use condition starts action (if / then) blocks Use condition switches between actions (if / then / else) blocks Use selection in a loop (forever if / then (else) blocks Use basic procedures - define procedures and use them in code Use count controlled, indefinite and nested loops Use variables as placeholders (string based) Use variables to store and change numbers Use Lists to store data Create Lego models and use proximity sensors, tilt sensors and motors to control them. Design and create 3D games</p>
TO CONNECT	<p>Prepare work for publication online. Take account of purpose and audience. Understand online risks and the age rules for sites.</p>	<p>Contribute to blogs that are moderated by teachers. Give examples of the risks posed by online communications. Understand the term 'copyright'. Understand that comments made online that are hurtful or offensive are the same as bullying.</p>	<p>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. 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 and sensitivity when online. Understand how simple networks are set up and used.</p>

<p>TO COMMUNICATE</p>	<p>Use a range of applications and devices in order to communicate ideas, work and messages.</p>	<p>Use a range of applications and devices in order to communicate ideas, work and messages.</p>	<p>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.</p>
<p>TO COLLECT</p>	<p>Use branching databases to sort and categorise objects relates to topic work.</p>	<p>Use simple databases to record information in areas across the curriculum and perform simple sorting exercises.</p>	<p>Use flat file databases to devise, construct and manipulate data and present it in an effective and professional manner. Use spreadsheets (ad appropriate formulae) in a series of common tasks. Use sensing equipment to record and analyse data.</p>