Computing Curriculum Milestones

	End of KS1	End of Lower KS2	End of Upper KS2
Computer Science	• Control motion by specifying the number of steps to travel, direction and turn. • Add text, show and hide objects and change the appearance of an object. • Select sounds and control when they are heard, their duration and volume. • Set the pen colour, size and shape. • Specify user inputs (such as clicks) to control events. • Specify the nature of events (such as a single event or a loop). • Ask for user input [Ask: What is your name? and wait].	• Use specified screen coordinates to control movement. • Set the appearance of objects and create sequences of changes. • Create and edit sounds. Control when they are heard, their volume, duration and rests. • Control the shade of pens. • Specify conditions to trigger events. • Use IF THEN conditions to control events or objects. • 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). • Use variables to store a value. • Use the functions define, set, change, show and hide to control the variables. • Use Reporter (oval) operators to perform calculations.	• Set IF conditions for movements. Specify types of rotation giving the number of degrees. • Change the position of objects between screen layers (send to back, bring to front). • Upload and edit sounds by using different effects (such as pitch). • Combine the use of pens with movement to create interesting effects. • Set events to control other events by 'broadcasting' information as a trigger. • Use IF THEN ELSE conditions to control events or objects. • Use a range of sensing tools (including proximity, user inputs, loudness and mouse position) to control events or actions. • Use lists to create a set of variables. • Use the Boolean (hexagonal) operators to define conditions. • Use Reporter (oval) operators to perform calculations.
Digital Literacy & ICT	• Use a range of applications and devices in order to communicate ideas, work and messages. • Use simple databases to record information in areas across the curriculum.	• Contribute to blogs that are moderated by teachers (for example, Seesaw). • Understand the term 'copyright'. • Understand how online services work. • Use some of the advanced features of applications and devices in order to communicate ideas, work or messages professionally. • Devise and construct databases for cross-curricular use.	• Collaborate with others online on sites approved and moderated by teachers. • 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 how simple networks are set up and used. • Choose the most suitable applications and devices for the purposes of communication. • Select appropriate applications to devise, construct and manipulate data and present it in an effective and professional manner.

Online Safety	• Understand online risks and the age rules for sites.	• Give examples of the risks posed by online communications. • Understand that comments made online that are hurtful or offensive are the same as bullying.	• Give examples of the risks of online communities and demonstrate knowledge of how to minimise risk and report problems. • Understand the effect of online comments and show responsibility and sensitivity when online.