



Computing Curriculum Milestones



Be **Courageous!** Live and Learn in **Faith, Hope** and **Love**

	EYFS passport	End of KS1	End of Lower KS2	End of Upper KS2
Using Equipment	<ul style="list-style-type: none"> I know the names of: mouse, keyboard, tower, screen Wait a short amount of time for something to load Know a sensible amount of screen time Know that a password is secret Move the mouse to a target Take a photograph on an i-pad Select an app on an i-pad Drag an object on the interactive whiteboard Write on the interactive whiteboard Type CVC words on an 'unplugged' keyboard 	Year 1 <ul style="list-style-type: none"> Turn the computer on (tower and screen) Mouse control – left clicking Mouse control – drag Mouse control – highlight Scroll bar knowledge Type with one hand Delete an incorrect letter Take a photograph on an i-pad Retrieve a photograph on an i-pad 	Year 3 <ul style="list-style-type: none"> Be aware of posture and hand positions when typing Use shift for capital letters Leave a line when typing Insert a picture/photo Copy and paste using the mouse Save a document in the correct folder Retrieve a document from a folder Complete touch typing lessons to Level 4 using BBC Bitesize dance mat or lessons 1-19 using Ratatype Sit correctly when using the computer with both hands on the home keys: A, S, D and F (left) and J, K, L and ; (right) on the keyboard 	Year 5 <ul style="list-style-type: none"> Begin to use keyboard shortcuts, for example copy and pasting Begin to touch type common letter combinations such as ed, th, ing, in and ed. Touch type 15 words per minute with 80% accuracy Use a search engine Log in to Google Classroom independently using their password from memory Upload work (e.g onto Seesaw and Google Classroom)
		Year 2 <ul style="list-style-type: none"> Log in Find Google Shut down a computer Be aware of posture and find the home keys on a keyboard A, S, D and F (left) and J, K, L and ; (right) on the keyboard Use the keyboard to type with two fingers (one on each hand) Use caps lock Touch type 2 words per minute with 80% accuracy Highlight and delete an incorrect word Log in to Google Classroom with support 		

<p style="text-align: center;">Computer Science</p>		<ul style="list-style-type: none"> • 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]. 	<ul style="list-style-type: none"> • 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. 	<ul style="list-style-type: none"> • 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.
<p style="text-align: center;">Digital Literacy & ICT</p>		<ul style="list-style-type: none"> • 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. 	<ul style="list-style-type: none"> • 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. 	<ul style="list-style-type: none"> • 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.