Milestone 1 - Year 1 & 2

**Code
This concept involves developing an understanding of instructions, logic and sequences.**

* Control motion by specifying the number of steps to travel, direction and turn.
* Add text strings, show and hide objects and change the features of an object.
* Select sounds and control when they are heard, their duration and volume.
* Control when drawings appear and set the pen colour, size and shape.
* Specify the nature of events (such as a single event or loop).
* Create conditions for actions by waiting for a user input (such as responses to questions like: What is your name?)

**Connect
This concept involves developing an understanding of how to safely connect with others.**

* Participate in class social media accounts.
* Understand online risks and the age rules for sites.

**Collect
This concept involves developing an understanding of databases and their uses.**

* Use simple databases to record information in areas across the curriculum.



**Communicate
This concept involves using apps to communicate one’s ideas.**

* Use a range of applications and devices in order to communicate ideas, work and messages.

Milestone 2 - Year 3 & 4

**Connect
This concept involves developing an understanding of how to safely connect with others.**

* Contribute to blogs that are moderated by teachers.
* Give examples of risks posed by online communications.
* Understand the term ‘copyright’.
* Understand that comments made online that are hurtful or offensive are the same as bullying.
* Understand how online services work.

**Code
This concept involves developing an understanding of instructions, logic and sequences.**

* Use specified screen coordinates to control movement.
* Set the appearance of objects and create sequences of change.
* 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 the Reporter operators () + (), () – (), () \* (), () / () to perform calculations

**Collect
This concept involves developing an understanding of databases and their uses.**

* Devise and construct databases using applications designed for this purpose in areas across the curriculum.



**Communicate
This concept involves using apps to communicate one’s ideas.**

* Use some of the advanced features of applications and devices in order to communicate ideas, work or messages professionally.

**Code
This concept involves developing an understanding of instructions, logic and sequences.**

* 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 sounds from a file and edit them. Add effects such as fade in and out and control their implementation.
* 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 operators () , (), () = (), () > (), () and (), () or (),
Not () to define conditions.
* Use the Reporter operators () + (), () – (), () \* (), () / () to perform calculations.
* Pick random () to (), join () (), Letter () of (), length of (), () Mod () This reports the remainder after a division calculation, Round (), () of ().

Milestone 3 - Year 5 & 6

**Connect
This concept involves developing an understanding of how to safely connect with others.**

* 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.

**Collect
This concept involves developing an understanding of databases and their uses.**

* Select appropriate applications to devise, construct and manipulate data and present it in an effective and professional manner.



**Communicate
This concept involves using apps to communicate one’s ideas.**

* Choose the most suitable applications and devices for the purpose of communication.
* Use many of the advanced features in order to create high quality, professional or efficient communications.

**Fractions**