

Computing Milestones: In Computing, we learn how technology works and how to use it safely.

Threshold Concept	Early Years	Key Stage One
<p><b>To code</b> Algorithms, Programming, Design and Development</p>	<ul style="list-style-type: none"> <li>• Predict the outcome of a given program.</li> <li>• Program a robot (Code-a-pillar).</li> </ul>	<ul style="list-style-type: none"> <li>• Create a program using a given design.</li> <li>• Change a given design.</li> <li>• Create a program using my own design.</li> <li>• Debug my program.</li> <li>• Decide how my project can be improved.</li> </ul>
<p><b>To connect</b> Computing Systems, Computer Networks, Safety and Security</p>	<ul style="list-style-type: none"> <li>• Name some ways to stay safe and healthy when using technology.</li> <li>• Know that digital photographs can be saved so you can find them easily and share them to other devices.</li> </ul>	<ul style="list-style-type: none"> <li>• Participate in class social media accounts.</li> <li>• Understand online risks and the age rules for sites.</li> </ul>
<p><b>To Communicate</b> Creating Media Effective Use of Tools</p>	<ul style="list-style-type: none"> <li>• Use an iPad to take photographs/videos.</li> <li>• Know that a range of technology is used in schools and homes. The technology we use has changed over time.</li> </ul>	<ul style="list-style-type: none"> <li>• Use a range of applications and devices in order to communicate ideas, work and messages.</li> </ul>
<p><b>To Collect</b> Data and Information</p>	<ul style="list-style-type: none"> <li>• Know that computers can be used to store information.</li> </ul>	<ul style="list-style-type: none"> <li>• Use simple databases to record information in areas across the curriculum.</li> </ul>