



EYFS – Nursery and Reception

Within the EYFS Computing is taught within the *Understanding the world* and *Expressing Arts and Design* areas of learning.

- Shows an interest in technological toys with knobs or pulleys, or real objects such as cameras or mobile phones
- Shows skill in making toys work by pressing parts or lifting flaps to achieve effects such as sound, movements or new images
- Knows that information can be retrieved from computers
- Completes a simple program on a computer
- Uses ICT hardware to interact with age-appropriate computer software



Year 1 Milestones and Curriculum Coverage

Code	Connect	<i>Subject Content</i>
Motion- Control motion by specifying the number of steps to travel, direction Looks- change the features of an object. Sound- Select sounds and control when they are heard, Draw-set the pen colour, size and shape. Sensing- Create conditions for actions by waiting for a user input (such as responses to questions like: What is your name?).	Participate in class social media accounts.	To understand programs execute by following precise and unambiguous instructions. To use logical reasoning to predict the behaviour of simple programs.



Year 2 Milestones and Curriculum Coverage

Code	Connect	Communicate/ Collect	<i>Subject Content</i>
<p>Motion: • Control motion by specifying the number of turns/degrees of turn.</p> <p>Looks: • Add text strings, show and hide objects.</p> <p>Sound: • Select sounds and control their duration and volume.</p> <p>Draw: • Control when drawings appear.</p> <p>Events: • Specify user inputs (such as clicks) to control events.</p> <p>Control: • Specify the nature of events (such as a single event or a loop).</p>	<ul style="list-style-type: none"> • Understand online risks and the age rules for sites. 	<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. 	<p>To understand what algorithms are & how they are implemented as programs on digital devices.</p> <p>To create & debug simple programs.</p> <p>To use technology purposefully to create, organise, store, manipulate & retrieve digital content.</p> <p>To recognise common uses of information technology beyond school.</p> <p>To use technology safely & respectfully, keeping personal information private & identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.</p>



Year 3 Milestones and Curriculum Coverage

Code	Connect	Communicate/ Collect	Subject Content
<p>Motion: • Use specified screen coordinates.</p> <p>Looks: • Set the appearance of objects.</p> <p>Sound: • Create and edit sounds.</p> <p>Draw: • Control the shade of pens.</p> <p>Sensing: • 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).</p> <p>Variables & Lists: • Use variables to store a value.</p> <p>Operators: • Use the Reporter operators to perform calculations.</p>	<ul style="list-style-type: none"> • Contribute to blogs that are moderated by teachers. • Understand how online services work. 		<p>To work with variables and various forms of input and output.</p> <p>To understand computer networks including the internet; how they can provide multiple services such as the world wide web and the opportunities they offer for communication.</p> <p>To use search technologies effectively, appreciate how results are selected and ranked, and to be discerning in evaluating digital content.</p>



Year 4 Milestones and Curriculum Coverage

Code	Connect	Communicate/ Collect	Subject Content
<p>Motion: • Use specified screen coordinates to control movement.</p> <p>Looks: • Create sequences of changes.</p> <p>Sound: Control when they are heard, their volume, duration and rests.</p> <p>Events: • Specify conditions to trigger events.</p> <p>Control: • Use IF THEN conditions to control events or objects.</p> <p>Variables & Lists: • Use the functions define, set, change, show and hide to control the variables.</p>	<ul style="list-style-type: none"> • 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. 	<ul style="list-style-type: none"> • Use some of the advanced features of applications and devices in order to communicate ideas, work or messages professionally. • Devise and construct databases using applications designed for this purpose in areas across the curriculum. 	<p>To use sequence & selection in programs.</p> <p>To select, use and combine a variety of software (including internet services) on a range of digital devices to design & create a range of programs, systems and content that accomplish given goals.</p> <p>To recognise acceptable/unacceptable behaviour.</p>



Year 5 Milestones and Curriculum Coverage

Code	Connect	Collect	Subject Content
<p>Motion: • Set IF conditions for movements.</p> <p>Looks: • Change the position of objects between screen layers (send to back, bring to front).</p> <p>Sound: • Upload sounds from a file and edit them.</p> <p>Draw: • Combine the use of pens with movement to create interesting effects.</p> <p>Control: • Use IF THEN ELSE conditions to control events or objects.</p> <p>Sensing: • Use a range of sensing tools (including proximity, user inputs, loudness and mouse position) to control events or actions.</p> <p>Operators: • Use the Boolean operators</p>	<ul style="list-style-type: none"> • Understand the effect of online comments and show responsibility and sensitivity when online. • Understand how simple networks are set up and used. 	<p>This concept involves developing an understanding of databases and their uses.</p>	<p>To design, write & debug programs that accomplish specific goals, including controlling or simulating physical systems.</p> <p>To use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.</p> <p>To select, use & combine a variety of software (including internet services) on a range of digital devices to design & create a range of programs, systems content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.</p> <p>To use technology safely, respectfully and responsibly.</p>



Year 6 Milestones and Curriculum Coverage

Code	Connect	Communicate	<i>Subject Content</i>
<p>Motion: *Specify types of rotation giving the number of degrees.</p> <p>Sound: *Add effects such as fade in and out and control their implementation.</p> <p>Events: • Set events to control other events by 'broadcasting' information as a trigger.</p> <p>Variables & Lists: • Use lists to create a set of variables.</p> <p>Operators: • Use the Boolean operators to define conditions.</p> <p>• Use the Reporter operators to perform calculations.</p>	<ul style="list-style-type: none"> • 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. 	<ul style="list-style-type: none"> • 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>To solve problems by decomposing programs into smaller parts.</p> <p>To use repetition in programs.</p> <p>To identify a range of ways to report concerns about content and contact.</p>