



Threshold Concepts and Milestones

Threshold Concept		Foundation Stage 1	Content
Code This concept involves developing an understanding of instructions, logic and sequences.	Motion	N/A	N/A
	Looks	<ul style="list-style-type: none"> Children know how to turn on a computer. 	<ul style="list-style-type: none"> Showing children the class computer and the symbol used for a power button (made from a 1 and a 0, binary for yes and no or on and off). Children switch on their computers by themselves by locating the power button.
	Sound	<ul style="list-style-type: none"> Children understand that they can hear audio in certain apps by clicking objects or buttons. 	<ul style="list-style-type: none"> Using youtube video player, children experiment/make predictions about the different buttons on display and what they do (stop, play, fast forward, rewind, pause). Show children the volume controls located in the task bar and what happens when the slider is moved up and down.
	Draw	<ul style="list-style-type: none"> Children can click and hold left mouse in order to draw/paint lines. 	<ul style="list-style-type: none"> Children use 2Paint in Purple Mash or Microsoft paint app to draw/paint a picture. Children try and duplicate a picture they drew on paper using the computer.
	Events	<ul style="list-style-type: none"> Children understand that some events are conditional and require a click or key press in order to occur. 	<ul style="list-style-type: none"> Children try the double click to open apps or web browser Children click and hold in order to paint lines and shapes in painting apps. Children practise turning off a computer using the windows key menu



	Control	<ul style="list-style-type: none"> Children can hold a mouse with their fingers resting in the correct positions. Children can find specific letters on a keyboard. 	<ul style="list-style-type: none"> Children practise moving the mouse whilst keeping its orientation correct. Children practise placing their fingers in the correct position over the mouse keys. Children use fastest finger sheets with letters organised as they would be on a keyboard QWERTY Children challenge a partner to find a key on the keyboard.
	Sensing	N/A	
<p>Connect This concept involves developing an understanding of how to safely connect with others.</p>		<ul style="list-style-type: none"> Children understand the purpose of apps such as class dojo and that messages can be relayed via the app. 	<ul style="list-style-type: none"> Children are regularly read key messages being sent home on class dojo (relating to whole class messages) Children discuss why being able to send messages home via the internet is useful Children share ideas about how to be kind online and who they should be messaging.
<p>Communicate This concept involves using apps to communicate one's ideas.</p>		<ul style="list-style-type: none"> Use an app to paint a picture 	<ul style="list-style-type: none"> Children create a picture or pattern using the 2paint or Microsoft paint and then save this to the computer.
<p>Collect This concept involves developing an understanding of databases and their uses.</p>		N/A	N/A