



Threshold Concepts and Milestones

Threshold Concept		Foundation Stage 2	Content
Code This concept involves developing an understanding of instructions, logic and sequences.	Motion	N/A	
	Looks	<ul style="list-style-type: none"> Children can identify the mouse, keyboard, monitor and tower. 	<ul style="list-style-type: none"> Children are shown the different parts and peripherals used with a computer. Match words to images of the components "Who can point to the..." Children are told what each object does and it's main purpose.
	Sound	<ul style="list-style-type: none"> Children know how to press play on audio based software 	<ul style="list-style-type: none"> Children use 2Explore music app to click on different instruments and sounds to hear what sound they make. Children press the play and record buttons to make a sequence of sounds. Children can interact with the buttons on music/video players on a variety of online platforms such as youtube.
	Draw	<ul style="list-style-type: none"> Children can use increased precision to draw lines using their mouse. 	<ul style="list-style-type: none"> Children use shape and line tools to draw themselves, their family or house in 2create app in purple mash. Children know how to choose a different colour or brush.
	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 experiment with painting and music apps like 2explore. Children record a sequence of sounds in 2explore and understand they need to press record (circle) in order for the sounds to be saved. Children look at clicking send on messages in dojo and saving work to a computer.



	Control	<ul style="list-style-type: none"> Children can use the left click to draw and select an object. Children experiment with typing sat/pin words 	<ul style="list-style-type: none"> Using 2paint, children draw a picture of their own choosing using a selection of colours and brush strokes Children draw a shape that their partner chooses. Children draw numbers or letters using a mouse.
	Sensing	N/A	
Connect This concept involves developing an understanding of how to safely connect with others.		<ul style="list-style-type: none"> Children understand the importance of being kind to others in messages online and that online bullying is not acceptable. 	<ul style="list-style-type: none"> Watching online safety videos about staying safe online. Children discuss how to be kind when sending messages online in class dojo and work as a whole class to send a message home to parents on class dojo about safety. Children learn how to deal with something that upsets them online and how to report it (using pretend scenarios).
Communicate This concept involves using apps to communicate one's ideas.		<ul style="list-style-type: none"> Children contribute to a message home on class dojo 	<ul style="list-style-type: none"> Children discuss how to be kind when sending messages online in class dojo and work as a whole class to send a message home to parents on class dojo about safety. Children choose a photo taken at school to be sent on Class Dojo
Collect This concept involves developing an understanding of databases and their uses.		N/A	N/A