Subject- Computing

Threshold Concepts and Milestones

Threshold Concept		Year 1	Content
Code This concept involves developing an understanding of instructions, logic and sequences.	**Motion**	Control motion by specifying the number of steps to travel and direction (forwards or backwards)	• Using beebots • Using purple mash "2go" app
	Looks	Show and hide objects	• Coding algorithms in espresso coding to make bubbles and other characters hide and show
	Sound	Select sounds and control when they are heard	• Using Purple Mash's "2create a story", children add sounds to an ebook that play when they turn a page
	Draw	Control when drawings appear and set the pen colour.	• Using Purple Mash's "2create a story", children create an ebook that includes animating aspects of a picture they have drawn.
	Events	• Specify user inputs (such as clicks) to control events.	• Using Espresso Coding, children will make a variety of games that introduce conditional events.
	Control		
	Sensing		
Connect This concept involves developing an		• Participate in class social media accounts (Class Dojo).	• Regular e-safety talks during computing lessons relating to specific lessons and in general computer use.

understanding of how to safely connect with others.		• Understand online risks and the age rules for sites.	• Learning about the purpose of avatars and then creating them in purple mash.
Communicate This concept involves using apps to communicate one's ideas.		• Use a range of applications in order to communicate ideas, work and messages.	• Use a range of apps within purple mash that allow them to write, draw, record and animate ideas such as "2create a story" and "2calculate"
Collect This concept involves developing an understanding of databases and their uses.		• Use simple databases to record information	• Children learn about data collection and presentation using "2calculate" for data recording and "2count" where they create pictographs.