

Threshold Concept		Milestone 1
Code <i>This concept involves developing an understanding of instructions, logic and sequences.</i>	<i>Motion</i>	<ul style="list-style-type: none"> • Control motion by specifying the number of steps to travel, direction and turn.
	<i>Looks</i>	<ul style="list-style-type: none"> • Add text strings, show and hide objects and change the features of an object.
	<i>Sound</i>	<ul style="list-style-type: none"> • Select sounds and control when they are heard, their duration and volume.
	<i>Draw</i>	<ul style="list-style-type: none"> • Control when drawings appear and set the pen colour, size and shape.
	<i>Events</i>	<ul style="list-style-type: none"> • Specify user inputs (such as clicks) to control events.
	<i>Control</i>	<ul style="list-style-type: none"> • Specify the nature of events (such as a single event or a loop).
	<i>Sensing</i>	<ul style="list-style-type: none"> • Create conditions for actions by waiting for a user input (such as responses to questions like: What is your name?).
	<i>Variables and lists</i>	<ul style="list-style-type: none"> • From Year 3 onwards.
	<i>Operators</i>	<ul style="list-style-type: none"> • From Year 3 onwards.
Connect <i>This concept involves developing an understanding of how to safely connect with others.</i>		<ul style="list-style-type: none"> • Participate in class social media accounts. • Understand online risks and the age rules for sites.
Communicate <i>This concept involves using apps to communicate one's ideas.</i>		<ul style="list-style-type: none"> • Use a range of applications and devices in order to communicate ideas, work and messages.
Collect <i>This concept involves developing an understanding of databases and their uses.</i>		<ul style="list-style-type: none"> • Use simple databases to record information in areas across the curriculum.