Threshold Concept		Milestone 2
Code
This concept involves developing an understanding of instructions, logic and sequences.	Motion	• Use specified screen coordinates to control movement.
	Looks	• Set the appearance of objects and create sequences of changes.
	Sound	• Create and edit sounds. Control when they are heard, their volume, duration and rests.
	Draw	• Control the shade of pens.
	Events	• Specify conditions to trigger events.
	Control	• Use IF THEN conditions to control events or objects.
	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).
	Variables and lists	• Use variables to store a value.
• Use the functions define, set, change, show and hide to control the variables.
	Operators	• Use the Reporter operators
() + ()
() - ()
() * ()
() / ()
to perform calculations.
Connect
This concept involves developing an understanding of how to safely connect with others.		• Contribute to blogs that are moderated by teachers.
• 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.* • *Understand how online services work.*
Communicate *This concept involves using apps to communicate one's ideas.*		• *Use some of the advanced features of applications and devices in order to communicate ideas, work or messages professionally.*
Collect *This concept involves developing an understanding of databases and their uses.*		• *Devise and construct databases using applications designed for this purpose in areas across the curriculum.*