

<b>Threshold Concept</b>		<b>Milestone 3</b>
<b>Code</b> <i>This concept involves developing an understanding of instructions, logic and sequences.</i>	<i>Motion</i>	<ul style="list-style-type: none"> <li>• Set IF conditions for movements. Specify types of rotation giving the number of degrees.</li> </ul>
	<i>Looks</i>	<ul style="list-style-type: none"> <li>• Change the position of objects between screen layers (send to back, bring to front).</li> </ul>
	<i>Sound</i>	<ul style="list-style-type: none"> <li>• Upload sounds from a file and edit them. Add effects such as fade in and out and control their implementation.</li> </ul>
	<i>Draw</i>	<ul style="list-style-type: none"> <li>• Combine the use of pens with movement to create interesting effects.</li> </ul>
	<i>Events</i>	<ul style="list-style-type: none"> <li>• Set events to control other events by 'broadcasting' information as a trigger.</li> </ul>
	<i>Control</i>	<ul style="list-style-type: none"> <li>• Use IF THEN ELSE conditions to control events or objects.</li> </ul>
	<i>Sensing</i>	<ul style="list-style-type: none"> <li>• Use a range of sensing tools (including proximity, user inputs, loudness and mouse position) to control events or actions.</li> </ul>
	<i>Variables and lists</i>	<ul style="list-style-type: none"> <li>• Use lists to create a set of variables.</li> </ul>
	<i>Operators</i>	<ul style="list-style-type: none"> <li>• Use the Boolean operators  <math>() &lt; ()</math>  <math>() = ()</math>  <math>() &gt; ()</math>  <math>() \text{and} ()</math>  <math>() \text{or} ()</math>  <math>\text{Not} ()</math>  to define conditions.</li> <li>• Use the Reporter operators  <math>() + ()</math>  <math>() - ()</math>  <math>() * ()</math>  <math>() / ()</math></li> </ul>

		<p><i>to perform calculations.</i></p> <p><i>Pick Random () to ()</i></p> <p><i>Join () ()</i></p> <p><i>Letter () of ()</i></p> <p><i>Length of ()</i></p> <p><i>() Mod () This reports the remainder after a division calculation</i></p> <p><i>Round ()</i></p> <p><i>() of ().</i></p>
<p><b><i>Connect</i></b></p> <p><i>This concept involves developing an understanding of how to safely connect with others.</i></p>		<ul style="list-style-type: none"> <li>• <i>Collaborate with others online on sites approved and moderated by teachers.</i></li> <li>• <i>Give examples of the risks of online communities and demonstrate knowledge of how to minimise risk and report problems.</i></li> <li>• <i>Understand and demonstrate knowledge that it is illegal to download copyrighted material, including music or games, without express written permission, from the copyright holder.</i></li> <li>• <i>Understand the effect of online comments and show responsibility and sensitivity when online.</i></li> <li>• <i>Understand how simple networks are set up and used.</i></li> </ul>
<p><b><i>Communicate</i></b></p> <p><i>This concept involves using apps to communicate one's ideas.</i></p>		<ul style="list-style-type: none"> <li>• <i>Choose the most suitable applications and devices for the purposes of communication.</i></li> <li>• <i>Use many of the advanced features in order to create high quality, professional or efficient communications.</i></li> </ul>
<p><b><i>Collect</i></b></p> <p><i>This concept involves developing an understanding of databases and their uses.</i></p>		<ul style="list-style-type: none"> <li>• <i>Select appropriate applications to devise, construct and manipulate data and present it in an effective and professional manner.</i></li> </ul>