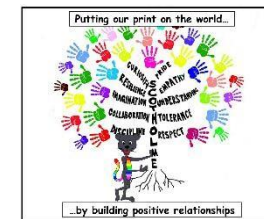




## Computing - Year 1

### Threshold Concepts and Milestones



Term	Threshold Concept	Sub-division	Statement	Activity
Autumn 1	<b>Communicate</b> This concept involves using apps to communicate one's ideas.		Use a range of applications 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 "2Paint" "2create a story" and "2calculate"
	<b>Connect</b> This concept involves developing an understanding of how to safely connect with others.		Participate in class social media accounts (Class Dojo). Understand online risks and the age rules for sites.	Regular e-safety talks during computing lessons relating to specific lessons and in general computer use. Learning about the purpose of avatars and then creating them in purple mash.
Autumn 2	<b>Collect</b> 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 "2count" where they create pictographs.
Spring 1	<b>Code</b>	<b>Motion</b>	Control motion by specifying the number of steps to travel and direction (forwards or backwards)	Using beebots Using purple mash "2go" app
Spring 2	<b>Code</b>	<b>Looks</b>	Show and hide objects	Coding algorithms in espresso coding to make bubbles and other characters hide and show



## Computing - Year 1

### Threshold Concepts and Milestones



Term	Threshold Concept	Sub-division	Statement	Activity
Summer 1	<b>Code</b>	<b>Sound</b>	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
Summer 2	<b>Collect</b> 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



## Computing - Year 1

### Threshold Concepts and Milestones



Threshold Concept	Sub-division	Statement	Activity
<b>Code</b> This concept involves developing an understanding of instructions, logic and sequences.	<b>Motion</b>	Control motion by specifying the number of steps to travel and direction (forwards or backwards)	Using beebots to control forward and backward and turning Using purple mash "2go" app
	<b>Looks</b>	Show and hide objects	Coding algorithms in espresso coding to make bubbles and other characters hide and show
	<b>Sound</b>	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
	<b>Draw</b>	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.
	<b>Events</b>	Specify user inputs (such as clicks) to control events.	Using Espresso Coding, children will make a variety of games that introduce conditional events.
<b>Connect</b> This concept involves developing an understanding of how to safely connect with others.		Participate in class social media accounts (Class Dojo). Understand online risks and the age rules for sites.	Regular e-safety talks during computing lessons relating to specific lessons and in general computer use. Learning about the purpose of avatars and then creating them in purple mash.
<b>Communicate</b> 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"



## Computing - Year 1

### Threshold Concepts and Milestones



<b>Collect</b> 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.
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