

Threshold Concepts:		Code This concept involves developing an understanding of instructions, logic and sequences.	Connect This concept involves developing an understanding of how to safely connect with others.	Communicate This concept involves using apps to communicate one's ideas.	Computing Systems and Networks	Collect This concept involves developing an understanding of databases and their uses.	
		Unit 1	Unit 2	Unit 3	Unit 4	Unit 5	Unit 6
Reception	Represent ideas	<ul style="list-style-type: none"> <li>Initiate their own ideas during play, make choices and decisions when using objects, media, materials, own voice, dance, instruments and props to develop their own ideas and imagination.</li> </ul>					
	Expression	<ul style="list-style-type: none"> <li>Express their feelings, ideas, thoughts and emotions in response to different media (music, pictures, film, poems, etc.), within their play with peers, or with adults.</li> </ul>					
	Communication	<ul style="list-style-type: none"> <li>Communicate their ideas, thoughts, feelings and preferences through discussion, role play, actions and performance.</li> </ul>					
	Making Music	<ul style="list-style-type: none"> <li>Using voice, objects, home-made and real musical instruments and a range of ICT</li> </ul>					
Y1	Computing	Technology Around Us	Digital Painting	Digital Writing	Moving A Robot	Data	Animation
Code	Motion				<ul style="list-style-type: none"> <li>Control motion by specifying the number of steps to travel, direction and turn</li> </ul>		<ul style="list-style-type: none"> <li>Control motion by specifying the number of steps to travel, direction and turn</li> </ul>
	Looks			<ul style="list-style-type: none"> <li>Add text strings, show and hide objects and change the features of an object</li> </ul>			
	Sound						
	Draw		<ul style="list-style-type: none"> <li>Control when drawings appear and set the pen colour, size and shape</li> </ul>				
	Events						
	Control						<ul style="list-style-type: none"> <li>Specify the nature of events (such as a single event or a loop).</li> </ul>
	Sensing						
Problem Solving					<ul style="list-style-type: none"> <li>Create and debug simple programs</li> </ul>		
	Connect	<ul style="list-style-type: none"> <li>Participate in class social media accounts.</li> <li>Understand online risks and the age rules for sites.</li> </ul>	<ul style="list-style-type: none"> <li>Participate in class social media accounts.</li> <li>Understand online risks and the age rules for sites.</li> </ul>	<ul style="list-style-type: none"> <li>Participate in class social media accounts.</li> <li>Understand online risks and the age rules for sites.</li> </ul>	<ul style="list-style-type: none"> <li>Participate in class social media accounts.</li> <li>Understand online risks and the age rules for sites.</li> </ul>	<ul style="list-style-type: none"> <li>Participate in class social media accounts.</li> <li>Understand online risks and the age rules for sites.</li> </ul>	<ul style="list-style-type: none"> <li>Participate in class social media accounts.</li> <li>Understand online risks and the age rules for sites.</li> </ul>
	Communicate	<ul style="list-style-type: none"> <li>Use technology purposefully to create, organise, store, manipulate and retrieve digital content.</li> </ul>	<ul style="list-style-type: none"> <li>Use technology purposefully to create, organise, store, manipulate and retrieve digital content.</li> </ul>	<ul style="list-style-type: none"> <li>Use technology purposefully to create, organise, store, manipulate and retrieve digital content.</li> </ul>	<ul style="list-style-type: none"> <li>Use technology purposefully to create, organise, store, manipulate and retrieve digital content.</li> </ul>	<ul style="list-style-type: none"> <li>Use technology purposefully to create, organise, store, manipulate and retrieve digital content.</li> </ul>	<ul style="list-style-type: none"> <li>Use technology purposefully to create, organise, store, manipulate and retrieve digital content.</li> </ul>
	Computing Systems and Networks	<ul style="list-style-type: none"> <li>Recognise common uses of information technology beyond school.</li> </ul>					
	Collect					<ul style="list-style-type: none"> <li>Use simple databases to record information in areas across the curriculum.</li> </ul>	
Y2	Computing	IT around us	Creating media- digital photography	Creating media- making music	Data and information- pictograms	Programming A- Robot algorithms	Programming B- An introduction to quizzes
Code	Motion					<ul style="list-style-type: none"> <li>Control motion by specifying the number of steps to travel, direction and turn.</li> </ul>	<ul style="list-style-type: none"> <li>Control motion by specifying the number of steps to travel, direction and turn.</li> </ul>
	Looks						
	Sound			<ul style="list-style-type: none"> <li>Select and create sounds and control when they are heard, their duration and volume.</li> </ul>			<ul style="list-style-type: none"> <li>Select sounds and control when they are heard, their duration and volume.</li> </ul>
	Draw		<ul style="list-style-type: none"> <li>Control when drawings appear and set the pen colour, size and shape.</li> </ul>				<ul style="list-style-type: none"> <li>Control when drawings appear and set the pen colour, size and shape.</li> </ul>

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	Unit 1	Unit 2	Unit 3	Unit 4	Unit 5	Unit 6	
	Events				<ul style="list-style-type: none"> <li>Specify user inputs (such as clicks) to control events.</li> </ul>	<ul style="list-style-type: none"> <li>Specify user inputs (such as clicks) to control events.</li> </ul>	
	Control					Specify the nature of events (such as a single event or a loop).	
	Sensing					Create conditions for actions by waiting for a user input (such as responses to questions like: What is your name?).	
	Problem Solving			<ul style="list-style-type: none"> <li>Use logical reasoning to predict the behaviour of simple programs.</li> </ul>	<ul style="list-style-type: none"> <li></li> </ul>		
Connect	<ul style="list-style-type: none"> <li>Participate in class social media accounts.</li> <li>Understand online risks and the age rules for sites.</li> </ul>	<ul style="list-style-type: none"> <li>Participate in class social media accounts.</li> <li>Understand online risks and the age rules for sites.</li> </ul>	<ul style="list-style-type: none"> <li>Participate in class social media accounts.</li> <li>Understand online risks and the age rules for sites.</li> </ul>	<ul style="list-style-type: none"> <li>Participate in class social media accounts.</li> <li>Understand online risks and the age rules for sites.</li> </ul>	<ul style="list-style-type: none"> <li>Participate in class social media accounts.</li> <li>Understand online risks and the age rules for sites.</li> </ul>	<ul style="list-style-type: none"> <li>Participate in class social media accounts.</li> <li>Understand online risks and the age rules for sites.</li> </ul>	
Communicate		<ul style="list-style-type: none"> <li>Use technology purposefully to create, organise, store, manipulate and retrieve digital content.</li> </ul>	<ul style="list-style-type: none"> <li>Use technology purposefully to create, organise, store, manipulate and retrieve digital content.</li> </ul>	<ul style="list-style-type: none"> <li>Use technology purposefully to create, organise, store, manipulate and retrieve digital content.</li> </ul>			
Computing Systems and Networks	<ul style="list-style-type: none"> <li>Recognise common uses of information technology beyond school.</li> </ul>						
Collect				<ul style="list-style-type: none"> <li>Use simple databases to record information in areas across the curriculum.</li> </ul>			
Y3	Computing	Computing Systems and Networks - Connecting Computers	Creating Media - Animation	Creating Media - Desktop Publishing	Data and Information - Branching Databases	Programming A - Sequence in Music	Programming B - Events and Actions
Code	Motion					<ul style="list-style-type: none"> <li>Use specified screen coordinates to control movement.</li> </ul>	<ul style="list-style-type: none"> <li>Use specified screen coordinates to control movement.</li> </ul>
	Looks					<ul style="list-style-type: none"> <li>Set the appearance of objects and create sequences of changes.</li> </ul>	<ul style="list-style-type: none"> <li>Set the appearance of objects and create sequences of changes.</li> </ul>
	Sound					<ul style="list-style-type: none"> <li>Create and edit sounds. Control when they are heard, their volume, duration and rests.</li> </ul>	<ul style="list-style-type: none"> <li>Create and edit sounds. Control when they are heard, their volume, duration and rests.</li> </ul>
	Draw					<ul style="list-style-type: none"> <li>Control the shade of pens.</li> </ul>	<ul style="list-style-type: none"> <li>Control the shade of pens.</li> </ul>
	Events					<ul style="list-style-type: none"> <li>Specify conditions to trigger events.</li> </ul>	<ul style="list-style-type: none"> <li>Specify conditions to trigger events.</li> </ul>
	Control					<ul style="list-style-type: none"> <li></li> </ul>	<ul style="list-style-type: none"> <li>Use IF THEN conditions to control events or objects.</li> </ul>
	Sensing					<ul style="list-style-type: none"> <li>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).</li> </ul>	<ul style="list-style-type: none"> <li>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).</li> </ul>
	Variables and Lists					<ul style="list-style-type: none"> <li></li> </ul>	<ul style="list-style-type: none"> <li></li> </ul>
	Operators					<ul style="list-style-type: none"> <li></li> </ul>	<ul style="list-style-type: none"> <li></li> </ul>
Problem Solving					<ul style="list-style-type: none"> <li>Design and write increasingly more precise algorithms for use when programming.</li> </ul>	<ul style="list-style-type: none"> <li>Design and write increasingly more precise algorithms for use when programming.</li> <li>Use logical reasoning to detect and correct errors in programs.</li> </ul>	

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	Unit 1	Unit 2	Unit 3	Unit 4	Unit 5	Unit 6	
Connect	<ul style="list-style-type: none"> <li>Contribute to blogs that are moderated by teachers.</li> <li>Give examples of the risks posed by online communications.</li> <li>Understand the term 'copyright'.</li> <li>Understand that comments made online that are hurtful or offensive are the same as bullying.</li> <li>Understand how online services work.</li> </ul>	<ul style="list-style-type: none"> <li>Contribute to blogs that are moderated by teachers.</li> <li>Give examples of the risks posed by online communications.</li> <li>Understand the term 'copyright'.</li> <li>Understand that comments made online that are hurtful or offensive are the same as bullying.</li> <li>Understand how online services work.</li> </ul>	<ul style="list-style-type: none"> <li>Contribute to blogs that are moderated by teachers.</li> <li>Give examples of the risks posed by online communications.</li> <li>Understand the term 'copyright'.</li> <li>Understand that comments made online that are hurtful or offensive are the same as bullying.</li> <li>Understand how online services work.</li> </ul>	<ul style="list-style-type: none"> <li>Contribute to blogs that are moderated by teachers.</li> <li>Give examples of the risks posed by online communications.</li> <li>Understand the term 'copyright'.</li> <li>Understand that comments made online that are hurtful or offensive are the same as bullying.</li> <li>Understand how online services work.</li> </ul>	<ul style="list-style-type: none"> <li>Contribute to blogs that are moderated by teachers.</li> <li>Give examples of the risks posed by online communications.</li> <li>Understand the term 'copyright'.</li> <li>Understand that comments made online that are hurtful or offensive are the same as bullying.</li> <li>Understand how online services work.</li> </ul>	<ul style="list-style-type: none"> <li>Contribute to blogs that are moderated by teachers.</li> <li>Give examples of the risks posed by online communications.</li> <li>Understand the term 'copyright'.</li> <li>Understand that comments made online that are hurtful or offensive are the same as bullying.</li> <li>Understand how online services work.</li> </ul>	
Communicate		<ul style="list-style-type: none"> <li>Use some of the advanced features of applications and devices in order to communicate ideas, work or messages professionally.</li> </ul>	<ul style="list-style-type: none"> <li>Use some of the advanced features of applications and devices in order to communicate ideas, work or messages professionally.</li> </ul>				
Computing Systems and Networks	<ul style="list-style-type: none"> <li>Understand computer networks and their benefits.</li> <li>Understand how devices connect to the Internet.</li> </ul>						
Collect				<ul style="list-style-type: none"> <li>Devise and construct databases using applications designed for this purpose in areas across the curriculum.</li> </ul>			
Y4	Computing	Computing systems - networks and the internet	Creating media - audio editing	Creating media - photo editing	Data information - Data log in	Programming A - repetition and shapes	Programming B - repetition and games
Code	Motion					<ul style="list-style-type: none"> <li>Use specified screen coordinates to control movement.</li> </ul>	
	Looks			<ul style="list-style-type: none"> <li>Set the appearance of objects and create sequences of changes.</li> </ul>		<ul style="list-style-type: none"> <li>Set the appearance of objects and create sequences of changes.</li> </ul>	<ul style="list-style-type: none"> <li>Use specified screen coordinates to control movement.</li> </ul>
	Sound		<ul style="list-style-type: none"> <li>Create and edit sounds.</li> <li>Control when they are heard, their volume, duration and rests.</li> </ul>			<ul style="list-style-type: none"> <li>Create and edit sounds.</li> <li>Control when they are heard, their volume, duration and rests.</li> </ul>	<ul style="list-style-type: none"> <li>Create and edit sounds.</li> <li>Control when they are heard, their volume, duration and rests.</li> </ul>
	Draw			<ul style="list-style-type: none"> <li>Control the shade of pens.</li> </ul>		<ul style="list-style-type: none"> <li>Control the shade of pens.</li> </ul>	<ul style="list-style-type: none"> <li>Control the shade of pens.</li> </ul>
	Events					<ul style="list-style-type: none"> <li>Specify conditions to trigger events.</li> </ul>	<ul style="list-style-type: none"> <li>Specify conditions to trigger events.</li> </ul>
	Control					<ul style="list-style-type: none"> <li>Use IF THEN conditions to control events or objects.</li> </ul>	<ul style="list-style-type: none"> <li>Use IF THEN conditions to control events or objects.</li> </ul>
	Sensing					<ul style="list-style-type: none"> <li>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).</li> </ul>	<ul style="list-style-type: none"> <li>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).</li> </ul>
	Variables and Lists						<ul style="list-style-type: none"> <li>Use the functions define, set, change, show and hide to control the variables.</li> </ul>

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	Unit 1	Unit 2	Unit 3	Unit 4	Unit 5	Unit 6	
	Operators				<ul style="list-style-type: none"> <li>Use the Reporter operators () + () () - () () * () () / () to perform calculations.</li> </ul>		
	Problem Solving & Evaluation				<ul style="list-style-type: none"> <li>Design and write increasingly more precise algorithms for use when programming.</li> </ul>	<ul style="list-style-type: none"> <li>Design and write increasingly more precise algorithms for use when programming.</li> <li>Use logical reasoning to detect and correct errors in programs.</li> </ul>	
	Connect	<ul style="list-style-type: none"> <li>Understand how online services work.</li> <li>Contribute to blogs that are moderated by teachers.</li> <li>Give examples of the risks posed by online communications.</li> <li>Understand the term 'copyright'.</li> <li>Understand that comments made online that are hurtful or offensive are the same as bullying.</li> </ul>	<ul style="list-style-type: none"> <li>Contribute to blogs that are moderated by teachers.</li> <li>Give examples of the risks posed by online communications.</li> <li>Understand the term 'copyright'.</li> <li>Understand that comments made online that are hurtful or offensive are the same as bullying.</li> </ul>	<ul style="list-style-type: none"> <li>Contribute to blogs that are moderated by teachers.</li> <li>Give examples of the risks posed by online communications.</li> <li>Understand the term 'copyright'.</li> <li>Understand that comments made online that are hurtful or offensive are the same as bullying.</li> </ul>	<ul style="list-style-type: none"> <li>Contribute to blogs that are moderated by teachers.</li> <li>Give examples of the risks posed by online communications.</li> <li>Understand the term 'copyright'.</li> <li>Understand that comments made online that are hurtful or offensive are the same as bullying.</li> </ul>	<ul style="list-style-type: none"> <li>Contribute to blogs that are moderated by teachers.</li> <li>Give examples of the risks posed by online communications.</li> <li>Understand the term 'copyright'.</li> <li>Understand that comments made online that are hurtful or offensive are the same as bullying.</li> </ul>	
	Communicate		<ul style="list-style-type: none"> <li>Use some of the advanced features of applications and devices in order to communicate ideas, work or messages professionally.</li> </ul>	<ul style="list-style-type: none"> <li>Use some of the advanced features of applications and devices in order to communicate ideas, work or messages professionally.</li> </ul>			
	Computing Systems & Networks	<ul style="list-style-type: none"> <li>Understand computer networks and their benefits.</li> <li>Understand how devices connect to the Internet.</li> <li>Recognise how the content of the WWW is created by people.</li> </ul>					
	Collect			<ul style="list-style-type: none"> <li>Devise and construct databases using applications designed for this purpose in areas across the curriculum.</li> </ul>			
Y5	Computing	Computing systems and networks – Sharing information	Creating media – Vector drawing	Creating media – Video editing	Data and information – Flat-file databases	Programming A – Selection in physical computing	Programming B – Selection in quizzes
Code	Motion					<ul style="list-style-type: none"> <li>Set IF conditions for movements.</li> <li>Specify types of rotation giving the number of degrees.</li> </ul>	<ul style="list-style-type: none"> <li>Set IF conditions for movements.</li> <li>Specify types of rotation giving the number of degrees.</li> </ul>
	Looks					<ul style="list-style-type: none"> <li>Change the position of objects between screen layers (send to back, bring to front).</li> </ul>	<ul style="list-style-type: none"> <li>Change the position of objects between screen layers (send to back, bring to front).</li> </ul>

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	Unit 1	Unit 2	Unit 3	Unit 4	Unit 5	Unit 6
Sound						<ul style="list-style-type: none"> <li>Upload sounds from a file and edit them.</li> <li>Add effects such as fade in and out and control their implementation.</li> </ul>
Draw						<ul style="list-style-type: none"> <li>Combine the use of pens with movement to create interesting effects</li> </ul>
Events					<ul style="list-style-type: none"> <li>Set events to control other events by 'broadcasting' information as a trigger.</li> </ul>	<ul style="list-style-type: none"> <li>Set events to control other events by 'broadcasting' information as a trigger.</li> </ul>
Control					<ul style="list-style-type: none"> <li>Use IF THEN ELSE conditions to control events or objects.</li> </ul>	<ul style="list-style-type: none"> <li>Use IF THEN ELSE conditions to control events or objects.</li> </ul>
Sensing					<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>	<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>
Variables and Lists						<ul style="list-style-type: none"> <li>Use lists to create a set of variables.</li> </ul>
Operators						
Problem Solving & Evaluating					<ul style="list-style-type: none"> <li>Write precise algorithms for use when programming.</li> <li>Decompose code into sections for effective debugging.</li> </ul>	<ul style="list-style-type: none"> <li>Write precise algorithms for use when programming.</li> <li>Decompose code into sections for effective debugging.</li> <li>Critically evaluate my work and suggest improvements.</li> </ul>
Connect	<ul style="list-style-type: none"> <li>Understand and demonstrate knowledge that it is illegal to download copyrighted material, including music or games, without express written permission, from the copyright holder.</li> <li>Understand the effect of online comments and show responsibility and sensitivity when online.</li> <li>Understand how simple networks are set up and used.</li> <li>Collaborate with others online on sites approved and moderated by teachers.</li> <li>Give examples of the risks of online communities and demonstrate knowledge of how to minimise risk and report problems.</li> </ul>	<ul style="list-style-type: none"> <li>Understand and demonstrate knowledge that it is illegal to download copyrighted material, including music or games, without express written permission, from the copyright holder.</li> <li>Understand the effect of online comments and show responsibility and sensitivity when online.</li> <li>Understand how simple networks are set up and used.</li> <li>Collaborate with others online on sites approved and moderated by teachers.</li> <li>Give examples of the risks of online communities and demonstrate knowledge of how to minimise risk and report problems.</li> </ul>	<ul style="list-style-type: none"> <li>Understand and demonstrate knowledge that it is illegal to download copyrighted material, including music or games, without express written permission, from the copyright holder.</li> <li>Understand the effect of online comments and show responsibility and sensitivity when online.</li> <li>Understand how simple networks are set up and used.</li> <li>Collaborate with others online on sites approved and moderated by teachers.</li> <li>Give examples of the risks of online communities and demonstrate knowledge of how to minimise risk and report problems.</li> </ul>	<ul style="list-style-type: none"> <li>Understand and demonstrate knowledge that it is illegal to download copyrighted material, including music or games, without express written permission, from the copyright holder.</li> <li>Understand the effect of online comments and show responsibility and sensitivity when online.</li> <li>Understand how simple networks are set up and used.</li> <li>Collaborate with others online on sites approved and moderated by teachers.</li> <li>Give examples of the risks of online communities and demonstrate knowledge of how to minimise risk and report problems.</li> </ul>	<ul style="list-style-type: none"> <li>Understand and demonstrate knowledge that it is illegal to download copyrighted material, including music or games, without express written permission, from the copyright holder.</li> <li>Understand the effect of online comments and show responsibility and sensitivity when online.</li> <li>Understand how simple networks are set up and used.</li> <li>Collaborate with others online on sites approved and moderated by teachers.</li> <li>Give examples of the risks of online communities and demonstrate knowledge of how to minimise risk and report problems.</li> </ul>	<ul style="list-style-type: none"> <li>Understand and demonstrate knowledge that it is illegal to download copyrighted material, including music or games, without express written permission, from the copyright holder.</li> <li>Understand the effect of online comments and show responsibility and sensitivity when online.</li> <li>Understand how simple networks are set up and used.</li> <li>Collaborate with others online on sites approved and moderated by teachers.</li> <li>Give examples of the risks of online communities and demonstrate knowledge of how to minimise risk and report problems.</li> </ul>

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	Unit 1	Unit 2	Unit 3	Unit 4	Unit 5	Unit 6	
Communicate	<ul style="list-style-type: none"> <li>Choose the most suitable applications and devices for the purposes of communication.</li> </ul>	<ul style="list-style-type: none"> <li>Choose the most suitable applications and devices for the purposes of communication.</li> <li>Use many of the advanced features in order to create high quality, professional or efficient communications.</li> </ul>	<ul style="list-style-type: none"> <li>Choose the most suitable applications and devices for the purposes of communication.</li> <li>Use many of the advanced features in order to create high quality, professional or efficient communications.</li> </ul>				
Computing Systems & Networks	<ul style="list-style-type: none"> <li>Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content.</li> </ul>						
Collect				<ul style="list-style-type: none"> <li>Select appropriate applications to devise, construct and manipulate data and present it in an effective and professional manner.</li> </ul>			
Y6	Computing	Computing systems and networks-communication	Creating media- web page creation	Data and information- spreadsheets	Creating Media - 3D Modelling	Programming A- variables in games	Programming B- Sensing
Code	Motion					<ul style="list-style-type: none"> <li>Set IF conditions for movements. Specify types of rotation giving the number of degrees.</li> </ul>	<ul style="list-style-type: none"> <li>Set IF conditions for movements. Specify types of rotation giving the number of degrees.</li> </ul>
	Looks					<ul style="list-style-type: none"> <li>Change the position of objects between screen layers (send to back, bring to front).</li> </ul>	<ul style="list-style-type: none"> <li>Change the position of objects between screen layers (send to back, bring to front).</li> </ul>
	Sound					<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>	<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>
	Draw					<ul style="list-style-type: none"> <li>Combine the use of pens with movement to create interesting effects.</li> </ul>	<ul style="list-style-type: none"> <li>Combine the use of pens with movement to create interesting effects.</li> </ul>
	Events					<ul style="list-style-type: none"> <li>Set events to control other events by 'broadcasting' information as a trigger.</li> </ul>	<ul style="list-style-type: none"> <li>Set events to control other events by 'broadcasting' information as a trigger.</li> </ul>
	Control					<ul style="list-style-type: none"> <li>Use IF THEN ELSE conditions to control events or objects.</li> </ul>	<ul style="list-style-type: none"> <li>Use IF THEN ELSE conditions to control events or objects.</li> </ul>
	Sensing					<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>	<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>
	Variables and Lists					<ul style="list-style-type: none"> <li>Use lists to create a set of variables.</li> </ul>	<ul style="list-style-type: none"> <li>Use lists to create a set of variables.</li> </ul>

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Operators					<ul style="list-style-type: none"> <li>Use the Boolean operators               <ul style="list-style-type: none"> <li>() &lt; ()</li> <li>() = ()</li> <li>() &gt; ()</li> <li>()and()</li> <li>()or()</li> <li>Not()</li> </ul>               to define conditions.             </li> <li>Use the Reporter operators               <ul style="list-style-type: none"> <li>() + ()</li> <li>() - ()</li> <li>() * ()</li> <li>() / ()</li> </ul>               to perform calculations.             </li> <li>Pick Random () to ()</li> <li>Join () ()</li> <li>Letter () of ()</li> <li>Length of ()</li> <li>() Mod () This reports the remainder after a division calculation</li> <li>Round ()</li> <li>() of ()</li> </ul>	<ul style="list-style-type: none"> <li>Use the Boolean operators               <ul style="list-style-type: none"> <li>() &lt; ()</li> <li>() = ()</li> <li>() &gt; ()</li> <li>()and()</li> <li>()or()</li> <li>Not()</li> </ul>               to define conditions.             </li> <li>Use the Reporter operators               <ul style="list-style-type: none"> <li>() + ()</li> <li>() - ()</li> <li>() * ()</li> <li>() / ()</li> </ul>               to perform calculations.             </li> <li>Pick Random () to ()</li> <li>Join () ()</li> <li>Letter () of ()</li> <li>Length of ()</li> <li>() Mod () This reports the remainder after a division calculation</li> <li>Round ()</li> <li>() of ()</li> </ul>

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	Unit 1	Unit 2	Unit 3	Unit 4	Unit 5	Unit 6
Connect	<ul style="list-style-type: none"> <li>Understand and demonstrate knowledge that it is illegal to download copyrighted material, including music or games, without express written permission, from the copyright holder.</li> <li>Understand the effect of online comments and show responsibility and sensitivity when online.</li> <li>Understand how simple networks are set up and used</li> <li>Collaborate with others online on sites approved and moderated by teachers.</li> <li>Give examples of the risks of online communities and demonstrate knowledge of how to minimise risk and report problems.</li> </ul>	<ul style="list-style-type: none"> <li>Understand and demonstrate knowledge that it is illegal to download copyrighted material, including music or games, without express written permission, from the copyright holder.</li> <li>Understand the effect of online comments and show responsibility and sensitivity when online.</li> <li>Understand how simple networks are set up and used.</li> <li>Collaborate with others online on sites approved and moderated by teachers.</li> <li>Give examples of the risks of online communities and demonstrate knowledge of how to minimise risk and report problems.</li> </ul>	<ul style="list-style-type: none"> <li>Understand and demonstrate knowledge that it is illegal to download copyrighted material, including music or games, without express written permission, from the copyright holder.</li> <li>Understand the effect of online comments and show responsibility and sensitivity when online.</li> <li>Understand how simple networks are set up and used.</li> <li>Collaborate with others online on sites approved and moderated by teachers.</li> <li>Give examples of the risks of online communities and demonstrate knowledge of how to minimise risk and report problems.</li> </ul>	<ul style="list-style-type: none"> <li>Understand and demonstrate knowledge that it is illegal to download copyrighted material, including music or games, without express written permission, from the copyright holder.</li> <li>Understand the effect of online comments and show responsibility and sensitivity when online.</li> <li>Understand how simple networks are set up and used.</li> <li>Collaborate with others online on sites approved and moderated by teachers.</li> <li>Give examples of the risks of online communities and demonstrate knowledge of how to minimise risk and report problems.</li> </ul>	<ul style="list-style-type: none"> <li>Understand and demonstrate knowledge that it is illegal to download copyrighted material, including music or games, without express written permission, from the copyright holder.</li> <li>Understand the effect of online comments and show responsibility and sensitivity when online.</li> <li>Understand how simple networks are set up and used.</li> <li>Collaborate with others online on sites approved and moderated by teachers.</li> <li>Give examples of the risks of online communities and demonstrate knowledge of how to minimise risk and report problems.</li> </ul>	<ul style="list-style-type: none"> <li>Understand and demonstrate knowledge that it is illegal to download copyrighted material, including music or games, without express written permission, from the copyright holder.</li> <li>Understand the effect of online comments and show responsibility and sensitivity when online.</li> <li>Understand how simple networks are set up and used.</li> <li>Collaborate with others online on sites approved and moderated by teachers.</li> <li>Give examples of the risks of online communities and demonstrate knowledge of how to minimise risk and report problems.</li> </ul>
Communicate	<ul style="list-style-type: none"> <li>Choose the most suitable applications and devices for the purposes of communication.</li> <li>Use many of the advanced features in order to create high quality, professional or efficient communications.</li> </ul>	<ul style="list-style-type: none"> <li>Choose the most suitable applications and devices for the purposes of communication.</li> <li>Use many of the advanced features in order to create high quality, professional or efficient communications.</li> </ul>		<ul style="list-style-type: none"> <li>Choose the most suitable applications and devices for the purposes of communication.</li> <li>Use many of the advanced features in order to create high quality, professional or efficient communications.</li> </ul>		
Computing Systems & Networks	<ul style="list-style-type: none"> <li>To recognise how data is transferred over the internet.</li> <li>To explain and evaluate the ways in which computer networks including the internet provide the opportunity for collaboration and communication.</li> </ul>					
Collect			<ul style="list-style-type: none"> <li>Select appropriate applications to devise, construct and manipulate data and present it in an effective and professional manner.</li> </ul>			