



Myton Park Primary School

Knowledge Progression Grid: Computing

Knowledge Category	Early Years	Milestone 1 (Year 1 and Year 2)	Milestone 2 (Year 3 and Year 4)	Milestone 3 (Year 5 and Year 6)
Code	See Early Years skills progression and long term plan	Motion <ul style="list-style-type: none"> Control motion by specifying the number of steps to travel, direction and turn. 	Motion <ul style="list-style-type: none"> Use specified screen coordinates to control movement. 	Motion <ul style="list-style-type: none"> Set IF conditions for movements. Specify types of rotation giving the number of degrees.
	Looks <ul style="list-style-type: none"> Add text strings, show and hide objects and change the features of an object. 	Looks <ul style="list-style-type: none"> Set the appearance of objects and create sequences of changes. 	Looks <ul style="list-style-type: none"> Change the position of objects between screen layers (send to back, bring to front). 	
	Sound <ul style="list-style-type: none"> Select sounds and control when they are heard, their duration and volume. 	Sound <ul style="list-style-type: none"> Create and edit sounds. Control when they are heard, their volume, duration and rests. 	Sound <ul style="list-style-type: none"> Upload sounds from a file and edit them. Add effects such as fade in and out and control their implementation. 	
	Draw <ul style="list-style-type: none"> Control when drawings appear and set the pen colour, size and shape. 	Draw <ul style="list-style-type: none"> Control the shade of pens. 	Draw <ul style="list-style-type: none"> Combine the use of pens with movement to create interesting effects. 	
	Events <ul style="list-style-type: none"> Specify user inputs (such as clicks) to control events. 	Events <ul style="list-style-type: none"> Specify conditions to trigger events. 	Events <ul style="list-style-type: none"> Set events to control other events by 'broadcasting' information as a trigger. 	
	Control <ul style="list-style-type: none"> Specify the nature of events (such as a single event or a loop). 	Control <ul style="list-style-type: none"> Use IF THEN conditions to control events or objects. 	Control <ul style="list-style-type: none"> Use IF THEN ELSE conditions to control events or objects. 	
	Sensing <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?). 	Sensing <ul style="list-style-type: none"> 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). 	Sensing <ul style="list-style-type: none"> Use a range of sensing tools (including proximity, user inputs, loudness and mouse position) to control events or actions. 	
	Variables and lists <ul style="list-style-type: none"> From Year 3 onwards. 	Variables and lists <ul style="list-style-type: none"> Use variables to store a value. Use the functions define, set, change, show and hide to control the variables. 	Variables and lists <ul style="list-style-type: none"> Use lists to create a set of variables. 	
	Operators <ul style="list-style-type: none"> From Year 3 onwards. 	Operators <ul style="list-style-type: none"> Use the Reporter operators () + () () - () () * () () / () to perform calculations. 	Operators <ul style="list-style-type: none"> Use the Boolean operators () < () () = () () > () ()and() ()or() Not() 	

				<p>to define conditions.</p> <ul style="list-style-type: none"> • Use the Reporter operators <p>() + ()</p> <p>() - ()</p> <p>() * ()</p> <p>() / ()</p> <p>to perform calculations.</p> <p>Pick Random () to ()</p> <p>Join () ()</p> <p>Letter () of ()</p> <p>Length of ()</p> <p>() Mod () This reports the remainder after a division calculation</p> <p>Round ()</p> <p>() of ().</p>
Connect		<ul style="list-style-type: none"> • Participate in class social media accounts. • Understand online risks and the age rules for sites. 	<ul style="list-style-type: none"> • 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. 	<ul style="list-style-type: none"> • Collaborate with others online on sites approved and moderated by teachers. • Give examples of the risks of online communities and demonstrate knowledge of how to minimise risk and report problems. • Understand and demonstrate knowledge that it is illegal to download copyrighted material, including music or games, without express written permission, from the copyright holder. • Understand the effect of online comments and show responsibility and sensitivity when online. • Understand how simple networks are set up and used.

Communicate		<ul style="list-style-type: none"> • Use a range of applications and devices in order to communicate ideas, work and messages. 	<ul style="list-style-type: none"> • Use a range of applications and devices in order to communicate ideas, work and messages. 	<ul style="list-style-type: none"> • Choose the most suitable applications and devices for the purposes of communication. • Use many of the advanced features in order to create high quality, professional or efficient communications.
Collect		<ul style="list-style-type: none"> • Use simple databases to record information in areas across the curriculum. 	<ul style="list-style-type: none"> • Devise and construct databases using applications designed for this purpose in areas across the curriculum. 	<ul style="list-style-type: none"> • Select appropriate applications to devise, construct and manipulate data and present it in an effective and professional manner.