

Pupils not meeting the minimum expected requirements	Expected requirements Milestone 1 (Expected standard YEAR 1 and YEAR 2)		Pupils exceeding the minimum expected requirements																
<p><i>To code (using Scratch)</i></p> <table border="1" data-bbox="283 479 1772 911"> <tr> <td data-bbox="283 479 443 586"><i>Motion</i></td> <td data-bbox="443 479 1010 586">Control motion by specifying the number of steps to travel, direction and turn.</td> <td data-bbox="1010 479 1161 586"><i>Looks</i></td> <td data-bbox="1161 479 1772 586">Add text strings, show and hide objects and change the features of an object.</td> </tr> <tr> <td data-bbox="283 586 443 693"><i>Sound</i></td> <td data-bbox="443 586 1010 693">Select sounds and control when they are heard, their duration and volume.</td> <td data-bbox="1010 586 1161 693"><i>Draw</i></td> <td data-bbox="1161 586 1772 693">Control when drawings appear and set the pen colour, size and shape.</td> </tr> <tr> <td data-bbox="283 693 443 764"><i>Events</i></td> <td data-bbox="443 693 1010 764">Specify user inputs (such as clicks) to control events.</td> <td data-bbox="1010 693 1161 764"><i>Control</i></td> <td data-bbox="1161 693 1772 764">Specify the nature of events (as a single event or a loop).</td> </tr> <tr> <td data-bbox="283 764 443 911"><i>Sensing</i></td> <td data-bbox="443 764 1010 911">Create conditions for actions by waiting for a user input (such as responses to questions like: What is your name?).</td> <td data-bbox="1010 764 1161 911"></td> <td data-bbox="1161 764 1772 911"></td> </tr> </table>				<i>Motion</i>	Control motion by specifying the number of steps to travel, direction and turn.	<i>Looks</i>	Add text strings, show and hide objects and change the features of an object.	<i>Sound</i>	Select sounds and control when they are heard, their duration and volume.	<i>Draw</i>	Control when drawings appear and set the pen colour, size and shape.	<i>Events</i>	Specify user inputs (such as clicks) to control events.	<i>Control</i>	Specify the nature of events (as a single event or a loop).	<i>Sensing</i>	Create conditions for actions by waiting for a user input (such as responses to questions like: What is your name?).		
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