

2. Computing Milestone 1 Record Sheet Class

Pupils not meeting the minimum expected requirements	Expected requirements Milestone 1 (Expected standard YEAR 1 and YEAR 2)				Pupils exceeding the minimum expected requirements
	To code (using Scratch)				
	Motion	Control motion by specifying the number of steps to travel, direction and turn.	Looks	Add text strings, show and hide objects and change the features of an object.	
	Sound	Select sounds and control when they are heard, their duration and volume.	Draw	Control when drawings appear and set the pen colour, size and shape.	
	Events	Specify user inputs (such as clicks) to control events.	Control	Specify the nature of events (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?).			
	To connect				
	<div>Understand online risks and the age rules for sites.</div>				
	To communicate				
	<div>Use a range of applications and devices in order to communicate ideas, work and messages.</div>				
	To collect				
<div>Use simple databases to record information in areas across the curriculum.</div>					