BRACKENWOOD JUNIOR SCHOOL
PROGRESSION CHART- COMPUTING

Code
Developing an understanding of instructions, logic and sequences

YEAR 1 AND 2	YEAR 3 AND 4	YEAR 5 AND 6
• Control motion by specifying the number of steps to travel, direction and turn. • Add text strings, show and hide objects and change the features of an object. • Select sounds and control when they are heard, their duration and volume. • Control when drawings appear and set the pen colour, size and shape. • Specify user inputs (such as clicks) to control events. • Specify the nature of events (such as a single event or a loop). • Create conditions for actions by waiting for a user input (such as responses to questions like: What is your name?). • From Year 3 onwards. • From Year 3 onwards.	• Use specified screen coordinates to control movement. • Set the appearance of objects and create sequences of changes. • Create and edit sounds. Control when they are heard, their volume, duration and rests. • Control the shade of pens. • Specify conditions to trigger events. • Use IF THEN conditions to control events or objects. • 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). • Use variables to store a value. • Use the functions define, set, change, show and hide to control the variables. • Use the Reporter operators () + () () - () () * () () / () to perform calculations.	• Set IF conditions for movements. Specify types of rotation giving the number of degrees. • Change the position of objects between screen layers (send to back, bring to front). • Upload sounds from a file and edit them. Add effects such as fade in and out and control their implementation. • Combine the use of pens with movement to create interesting effects. • Set events to control other events by 'broadcasting' information as a trigger. • Use IF THEN ELSE conditions to control events or objects. • Use a range of sensing tools (including proximity, user inputs, loudness and mouse position) to control events or actions. • Use lists to create a set of variables. • Use the Boolean operators () < () , () = () , () > () ()and() ()or() Not() to define conditions. • Use the Reporter operators () + () () - () () * () () / () to perform calculations. Pick Random () to () Join () () Letter () of () Length of () () Mod () This reports the remainder after a division calculation Round () () of ().

Connect
Understanding how to safely connect with others

• Participate in class social media accounts. • Understand online risks and the age rules for sites.	• 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.	• 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
Using Apps to Communicate Ideas

• Use a range of applications and devices in order to communicate ideas, work and messages.	• Use some of the advanced features of applications and devices in order to communicate ideas, work or messages professionally.	• 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
Developing an Understanding of Data bases and their uses

• Use simple databases to record information in areas across the curriculum.	• Devise and construct databases using applications designed for this purpose in areas across the curriculum.	• Select appropriate applications to devise, construct and manipulate data and present it in an effective and professional manner.