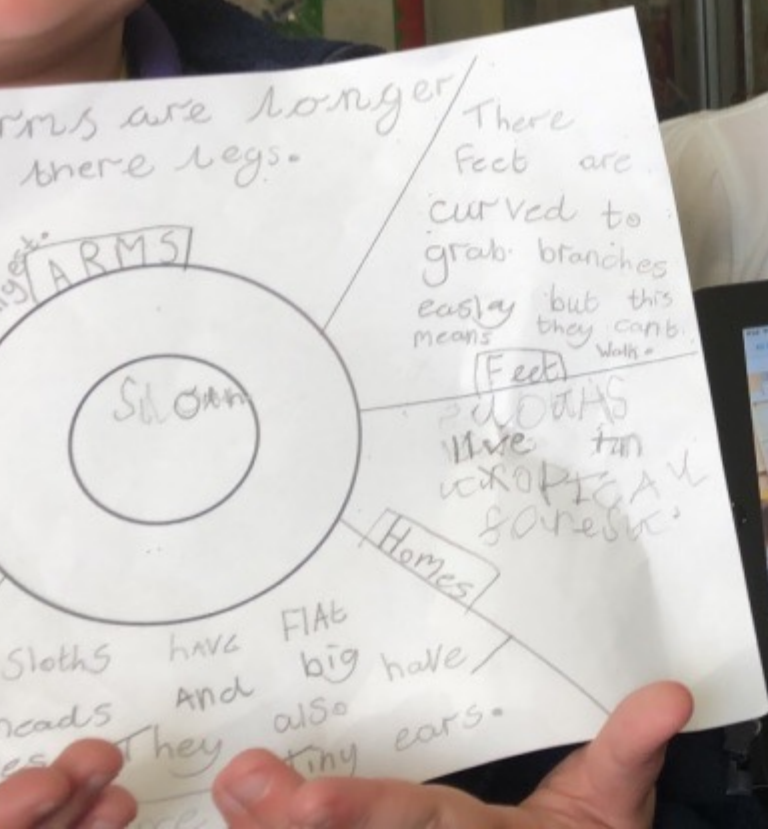


# Characteristics of a Techie!!

- Competence in coding for a variety of practical and inventive purposes, including the application of ideas within other subjects.
- The ability to connect with others safely and respectfully, understanding the need to act within the law and with moral and ethical integrity.
- An understanding of the connected nature of devices.
- The ability to communicate ideas well by using applications and devices throughout the curriculum.
- The ability to collect, organise and manipulate data effectively.



# Computing Progression of Knowledge and Skills Rodmersham 2021

	EYFS	Milestone 1	Milestone 2	Milestone 3
Coding	<ul style="list-style-type: none"> <li>Children are taught computer science in its most simplest form by playing operational games like 'Everybody do this', 'Follow the leader' etc. This ensures that children understand the need to follow instructions and listen to commands.</li> <li>They then progress to using simple computing equipment like Bee Bots in cross curricular learning.</li> </ul>	<p>Control motion by specifying the number of steps to travel, direction and turn.</p> <ul style="list-style-type: none"> <li>Add text strings, show and hide objects and change the features of an object.</li> <li>Select sounds and control when they are heard, their duration and volume.</li> <li>Control when drawings appear and set the pen colour, size and shape.</li> <li>Specify user inputs (such as clicks) to control events.</li> <li>Specify the nature of events (such as a single event or a loop).</li> <li>Create conditions for actions by waiting for a user input (such as responses to questions like: What is your name?).</li> </ul>	<p>Use specified screen coordinates to control movement.</p> <ul style="list-style-type: none"> <li>Set the appearance of objects and create sequences of changes.</li> <li>Create and edit sounds. Control when they are heard, their volume, duration and rests.</li> <li>Control the shade of pens.</li> <li>Specify conditions to trigger events.</li> <li>Use IF THEN conditions to control events or objects.</li> <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> <li>Use variables to store a value.</li> <li>Use the functions define, set, change, show and hide to control the variables.</li> </ul>	<p>Set IF conditions for movements. Specify types of rotation giving the number of degrees.</p> <ul style="list-style-type: none"> <li>Change the position of objects between screen layers (send to back, bring to front).</li> <li>Upload sounds from a file and edit them. Add effects such as fade in and out and control their implementation.</li> <li>Combine the use of pens with movement to create interesting effects.</li> <li>Set events to control other events by 'broadcasting' information as a trigger.</li> <li>Use IF THEN ELSE conditions to control events or objects.</li> <li>Use a range of sensing tools (including proximity, user inputs, loudness and mouse position) to control events or actions.</li> <li>Use lists to create a set of variables.</li> </ul>

<b>Connecting</b>	<ul style="list-style-type: none"> <li>Use Purple Mash and Education City to connect with classmates</li> </ul>	<p>Participate in class social media accounts. Understand online risks and the age rules for sites.</p>	<p>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.</p>	<p>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.</p>
<b>Communicating</b>	<ul style="list-style-type: none"> <li>Know and talk about the different factors that support their overall health and wellbeing: -sensible amounts of 'screen time'</li> <li>Explain the reasons for rules, know right from wrong and try to behave accordingly.</li> </ul>	<p>Use a range of applications and devices in order to communicate ideas, work and messages.</p>	<p>Use some of the advanced features of applications and devices in order to communicate ideas, work or messages professionally.</p>	<p>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.</p>
<b>Collecting</b>	<ul style="list-style-type: none"> <li>Explore how things work.</li> </ul>	<p>Use simple databases to record information in areas across the curriculum</p>	<p>Devise and construct databases using applications designed for this purpose in areas across the curriculum.</p>	<p>Select appropriate applications to devise, construct and manipulate data and present it in an effective and professional manner</p>