

Two Year Scheme of Work Coverage of **Computing** for Key Stage Two

Learning Objectives	Milestone Two Lower Key Stage Two	Cycle One	Cycle Two	Milestone Three Upper Key Stage Two	Cycle One	Cycle Two
To code Motion	• Use specified screen coordinates to control movement.		Sp	• Set IF conditions for movements. Specify types of rotation giving the number of degrees.	Su	
To code Looks	• Set the appearance of objects and create sequences of changes.		Sp	• Change the position of objects between screen layers (send to back, bring to front)	Su	
To code Sound	• Create and edit sounds. Control when they are heard, their volume, duration and rests.		Sp	• Upload sounds from a file and edit them. Add effects such as fade in and out and control their implementation.	Su	
To code Draw	• Control the shade of pens.		Sp	• Combine the use of pens with movement to create interesting effects.	Su	
To code Events	• Specify conditions to trigger events.		Sp	• Set events to control other events by 'broadcasting' information as a trigger	Su	
To code Control	• Use IF THEN conditions to control events or objects.		Sp	• Use IF THEN ELSE conditions to control events or objects.	Su	
To code Sensing	• 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).		Sp	• Use a range of sensing tools (including proximity, user inputs, loudness and mouse position) to control events or actions.	Su	
To code Variables and List	• Use variables to store a value. • Use the functions define, set, change, show and hide to control the variables.		Sp Sp	• Use lists to create a set of variables.	Su	
To code Operators	• Use the Reporter operators () + () () - () () * () () / () to perform calculations.		Sp	• 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 ().	Su	

To connect	<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. 	Au	Au,Sp Au Sp Au Sp	<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. 	Au Au Au Au Au	
To communicate	<ul style="list-style-type: none"> • Use some of the advanced features of applications and devices in order to communicate ideas, work or messages professionally. 	Au,Sp,Su	Au,Su	<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. 		Au,Su Au,Su
To collect	<ul style="list-style-type: none"> • Devise and construct databases using applications designed for this purpose in areas across the curriculum. 	Au	Au,Su	<ul style="list-style-type: none"> • Select appropriate applications to devise, construct and manipulate data and present it in an effective and professional manner. 		Sp