Computing Milestones

Key Objectives	Milestone 1	Milestone 2	Milestone 3	Milestone 4
	By the end of Reception	**By the end of Year 2**	**By the end of Year 4**	**By the end of Year 6**
To code	To use a range of control toys and devices.	To follow a set of instructions given to them by the teacher. To follow a set of instructions using a device. To write a simple program. To test a simple program. To tell you what a program will do. To add images, sound, motion. To edit a program e.g. pen colour, size and shape. To open and save their work.	To design and write a program to complete a task. To find and fix the problems with their program. To choose the right options for their programs to work e.g. using repetition and different inputs (sounds and motion). To add images, sound and motion in a sequence to their program. To use IF THEN variables in programs. To begin to use operators in programs.	To design and write their own program to complete a task. To find and fix the problems with their program. To control movements using degrees and position objects. To record and upload and control sounds. To use IF THEN ELSE conditions to control events. To use sensing tools e.g. input, loudness and mouse position. To use operators in programs.
To connect	To talk about what they are doing on a computer. To say if something they find on the Internet makes them feel bad. To speak to an adult about what they have seen. To follow the school's safer internet rules.	To understand the risks and rules of working safely with devices e.g. working online and with equipment. To log on to the school network independently. To search for a given topic and find useful information. To copy pictures and text from a website or document. To connect and use the school website.	To understand and give examples of the risks and rules of working safely with devices e.g. working online and with equipment. To understand that comments made online can be hurtful. To contribute to a class blog. To find and select information from the internet.	To understand how a computer network works including the Internet. To contribute to another school's blog or website. To understand, give examples and minimise the risks and rules of working safely with devices e.g. working online and with equipment. To understand the rules of copyrighting. To understand that comments made online can be hurtful and show sensitivity to others.
To communicate	To write my name using a keyboard on different devices. To access and use simple activities using touch technology with increasing control? To use a simple paint programme with increasing mouse control.	To recognise devices outside of school e.g. traffic lights. To open and save their work. To display written and visual work using computer software	To create their own webpage. To use more advanced features of computer software to display work e.g. flowcharts and text boxes.	To choose the most suitable computer software to display their work. To use many advanced features of computer software to display their work. To print their work using print preview to check suitability.
To collect	To understand the purpose of and experiment with hardware such as cameras, computers, ipads, voice recorders etc.	To use simple databases to record information. To open and save their work.	To use and create databases to record and represent data.	To use, create and present databases to represent data effectively.