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| **Computing Year 2** | **Autumn** | **Spring** | **Summer** |
| **Scientific Enquiry Objectives**  Use technology safely and  respectfully, keeping personal  information private; identify  where to go for help and  support when they have  concerns about content or  contact on the internet or other  online technologies.  • Use technology purposefully to  create, organise, store,  manipulate and retrieve digital  content.  • Recognise common uses of  information technology beyond  the school.  • Understand what algorithms  are - how they are  implemented as programs on  digital device and that  programs execute by following  precise and unambiguous  instructions.  • Create and debug simple  programs.  • Use logical reasoning to predict  the behaviour of simple  programs. |  | | |
| **2.1 Coding**  To understand what an algorithm is.  • To create a computer program using an algorithm. • To create a program using a given design. • To understand the collision detection event. • To understand that algorithms follow a  sequence. • To design an algorithm that follows a timed sequence. • To understand that different objects have different properties. • To understand what different events do in  code. • To understand the function of buttons in a program. • To understand and debug simple programs.  **2.2 Online Safety**  To know how to refine searches using  the Search tool. • To use digital technology to share work on Purple Mash to communicate and connect with others locally. • To have some knowledge and understanding about sharing more globally on the Internet. • To introduce Email as a communication tool using 2Respond simulations. • To understand how we should talk to others in an online situation. • To open and send simple online communications in the form of email. • To understand that information put online leaves a digital footprint or trail. • To identify the steps that can be taken to keep personal data and hardware  secure. | **2.3 Spreadsheets**  • To use 2Calculate image, lock, move  cell, speak and count tools to make a  counting machine. • To learn how to copy and paste in 2Calculate. • To use the totalling tools. • To use a spreadsheet for money calculations. • To use the 2Calculate equals tool to check calculations. • To use 2Calculate to collect data and produce a graph.  **2.5 Effective Searching**  To understand the terminology  associated with searching. • To gain a better understanding of searching on the Internet. • To create a leaflet to help someone search for information on the Internet. | **2.6 Creating Pictures**  To learn the functions of the 2Paint a Picture tool. • To learn about and recreate the impressionist style of art (Monet,  Degas, Renoir). • To recreate Pointillist art and look at the work of pointillist artists such as Seurat. • To learn about the work of Piet Mondrian and recreate the style using the lines template. • To learn about the work of William  Morris and recreate the style using the patterns template. • To explore surrealism and eCollage.  **2.8 Presenting Ideas**  To explore how a story can be  presented in different ways. • To make a quiz about a story or class  topic. • To make a fact file on a non-fiction topic. • To make a presentation to the class |
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