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| **Computing Year 2** | **Autumn** | **Spring** | **Summer** |
| **Scientific Enquiry Objectives** Use technology safely andrespectfully, keeping personalinformation private; identifywhere to go for help andsupport when they haveconcerns about content orcontact on the internet or otheronline technologies.• Use technology purposefully tocreate, organise, store,manipulate and retrieve digitalcontent.• Recognise common uses ofinformation technology beyondthe school.• Understand what algorithmsare - how they areimplemented as programs ondigital device and thatprograms execute by followingprecise and unambiguousinstructions.• Create and debug simpleprograms.• Use logical reasoning to predictthe behaviour of simpleprograms.  |  |
| **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 asequence. • To design an algorithm that follows a timed sequence. • To understand that different objects have different properties. • To understand what different events do incode. • 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 usingthe 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 hardwaresecure. | **2.3 Spreadsheets**• To use 2Calculate image, lock, movecell, speak and count tools to make acounting 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 terminologyassociated 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 WilliamMorris and recreate the style using the patterns template. • To explore surrealism and eCollage.**2.8 Presenting Ideas**To explore how a story can bepresented in different ways. • To make a quiz about a story or classtopic. • To make a fact file on a non-fiction topic. • To make a presentation to the class |
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