



Subject Overview | Computing
Zetland Primary School

Year Group: 2

Computing Year 2	Autumn	Spring	Summer
<p>Scientific Enquiry Objectives</p> <p>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.</p> <ul style="list-style-type: none">• 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.	<p>2.1 Coding</p> <p>To understand what an algorithm is.</p> <ul style="list-style-type: none">• 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. <p>2.2 Online Safety</p> <p>To know how to refine searches using the Search tool.</p> <ul style="list-style-type: none">• 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	<p>2.3 Spreadsheets</p> <ul style="list-style-type: none">• 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. <p>2.5 Effective Searching</p> <p>To understand the terminology associated with searching.</p> <ul style="list-style-type: none">• To gain a better understanding of searching on the Internet.• To create a leaflet to help someone search for information on the Internet.	<p>2.6 Creating Pictures</p> <p>To learn the functions of the 2Paint a Picture tool.</p> <ul style="list-style-type: none">• 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. <p>2.8 Presenting Ideas</p> <p>To explore how a story can be presented in different ways.</p> <ul style="list-style-type: none">• 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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	digital footprint or trail. • To identify the steps that can be taken to keep personal data and hardware secure.		
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