

Y2 Computing

Pupils should be taught to:

- understand what algorithms are; how they are implemented as programs on digital devices; 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
- use technology purposefully to create, organise, store, manipulate and retrieve digital content
- recognise common uses of information technology beyond school
- 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.

E = evidence work for computing book

<u>Autumn 1 Presentation Skills</u>
• Folders – revise skills from previous unit and create new folders
• What is a presentation? – organise ideas for a presentation
• New slide, Slide layout – create a simple presentation with text E
• Add and format an image – add and format an image
• Reorder slides and present – reorder slides and present a presentation
• Searching and printing - simple searching and printing options E

Additional lesson to be covered in Autumn 1: Using and Applying Lesson 2

<u>Autumn 2 Using the internet</u>
• One word search – search the internet safely using one word by using a search engine online and stay safe when using the internet
• For kids – search the internet to find results suitable for children and search for information safely online E
• Links – follow links to another web page
• Taking photos for our blog – create content for an online blog and use a camera to take safe photos to use online
• Blogging – create content for an online blog and use an online blog safely and respectfully E
• Comments – post positive comments and responses on a blog

Additional lesson to be covered in Autumn 2: Using and Applying Lesson 2

Spring 1 Online Safety

- Digital footprints – understand that the information put online leaves a digital footprint
- Keywords – use keywords in an online search to find out about a topic
- You be the judge – recognise whether a website is appropriate for children
- Rate and review – rate and review informative websites **E**
- Being kind online – identify kind and unkind behaviour online
- Cyber snakes and ladders – apply knowledge of safe and sensible online activities to different situations **E**

Additional lesson to be covered in Spring 1: Using and Applying Lesson 4

Spring 2 Computer Art

- Pixel pointillism – create computer art
- Mastering Mondrian – use a range of tools in a computer program to reproduce a style of art
- Producing Picasso – make and edit shapes to create a piece of art **E**
- Colour coding – change the shade of a colour for effect
- PC Pop art – retrieve a file to edit in a computer program
- Creating a masterpiece! – use a range of skills to create a piece of art **E**

Additional lesson to be covered in Spring 2: Using and Applying Lesson 1

Summer 1 Preparing for Turtle Logo

- Moving forward and Making turns – give and follow an algorithm to turn right or left
- Half and quarter turns – give and follow an algorithm to make half and quarter turns
- Right 90 and left 90 – give and follow an algorithm using the commands right 90 and left 90
- Completing algorithms – give, follow and complete an algorithm **E**
- Command abbreviations – use recognised language in an algorithm
- From here to there – create, test and debug an algorithm **E**

Additional lesson to be covered in Summer 1: Using and Applying Lesson 3

Summer 2 Programming Turtle Logo and Scratch

- Drawing shapes – create an algorithm to move or rotate the turtle **E**
- Repeat – create an algorithm and use the repeat command
- Movement and sound – create an algorithm and add sound
- Repeat and say something – create an algorithm and use the repeat and say command
- Green flag – create an algorithm and use the green flag to start
- Sprites – create an algorithm and use the commands to change the backdrop and add sprites.

Additional lesson to be covered in Summer 2: Using and Applying Lesson 5

