COMPUTING

Year 2: Autumn 1

Basic Skills/ Online Safety

Prior Learning – Online Safety Year 1

Year 2

**Online Safety**

Objectives

- To login to different devices, ☐
- To access the internet, ☐
- To access and login to school websites, ☐
- To understand the importance of being safe, responsible and respectful online, ☐
- To recognise the different kinds of feelings they can have when using technology. ☐
- To identify websites or apps that are right for them. ☐

Key Learning

Being safe online means pupils are protecting themselves and others from online harms and risks which may jeopardise their personal information, lead to unsafe communications or even effect their mental health and wellbeing.
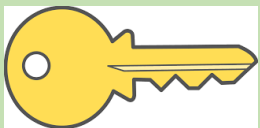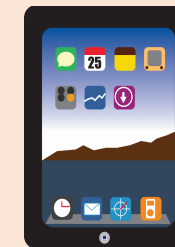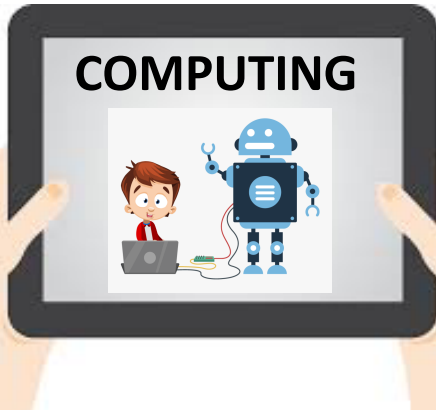
Vocabulary

- Pause,
- Online,
- Uncomfortable,
- Caution,
- Just right,

Key Resources

COMPUTING
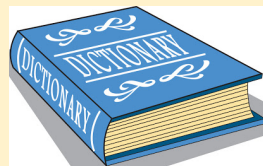
Year 2: Autumn 2 Typing/ Uses of IT

Prior Learning – Mouse and Keyboard Year 1

Year 2
Recognise uses of IT

Objectives ✅
- Recognise common uses of information technology beyond school, ☐
- Spot digital technology in school or at home, ☐
- Find a piece of computer equipment amongst day to day objects and choose the correct definition, ☐
- Understand how different technology helps us. ☐
- Using a computer keyboard, ☐

Key Learning

Pupils will learn to understand which day to day objects have computers within them and begin to understand how technology and computers can help us in their daily lives.
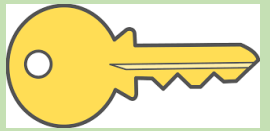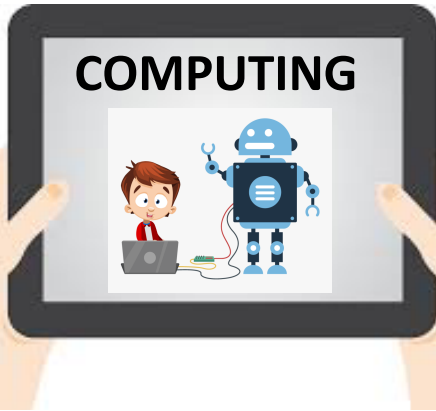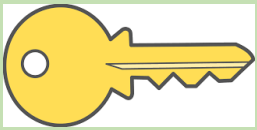
Vocabulary

- Store,
- Follow,
- Instructions,
- Technology,
- Keys,
- Typing,

DICTIONARY

Key Resources

COMPUTING

Year 2: Spring 1 Programming and Coding

Prior Learning – Coding and Programming Year 1

Objectives

Create and debug simple programs by selecting code blocks, placing them in the correct sequence and executing a program. ☐

Use logical reasoning to predict the behaviour of simple programs. ☐

Simplify a program by using a loop. ☐
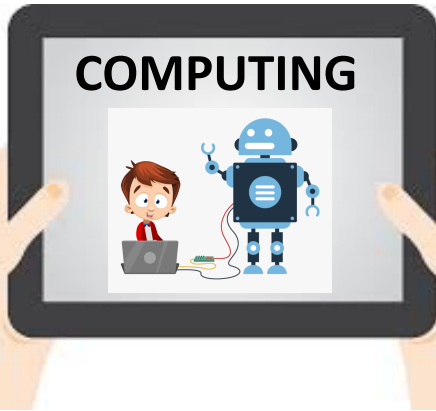
Year 2
Develop Programming

Key Learning

Pupils will start to learn the basics of coding through creating simple programs that get objects to move to the correct place, use loops instead of new code and move animated characters around the screen.

Vocabulary

- Code,
- Program,
- Algorithm,
- Debug,
- Predict,
- Sequence,
- Repeat,

Key Resources

code.org

COMPUTING

Year 2: Spring 2 Ebook Creation

Prior Learning – Text and Images/ Comic Creation Year 1

Year 2
Ebook Creation

The Gruffalo
by Year 2

Objectives

Add a book cover with title, author, colour and image.
Add multiple pages based on a theme.
Add text on different pages.
Add images on different pages to match the theme/text.
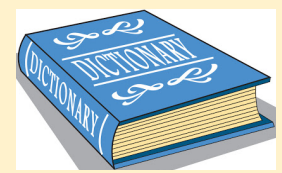Add voice recordings to match the text and theme.

Key Learning

Pupils will learn to create a Ebook and develop a number of digital skills that they will use in many other programs. It blends together different forms of media and communication (text, audio and images) into one book.

Vocabulary
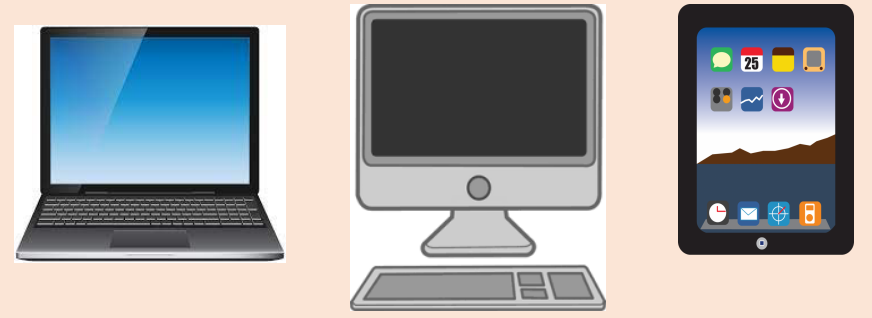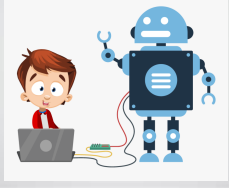
- Ebook,
- Text,
- Audio,
- Images,
- Theme,

DICTIONARY

Key Resources

www.writereader.com

COMPUTING

Year 2: Summer 1
Data Handling

Objectives ✅

Understand what data is and collect it as a tally. ☐

Label a pictogram and add data to each column. ☐

Edit a table with correct titles and numbers. ☐

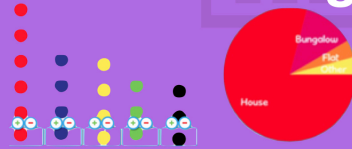Create a bar chart/pie chart/line chart suitable for the data. ☐

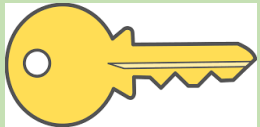Interpret a pictogram/bar chart/line chart. ☐
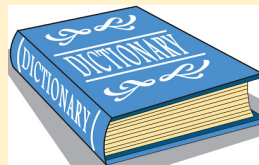
Year 2
Introduce Data Handling

Key Learning

Pupils will learn how they can collect data and present it in different chart. They will know what the word data means and understand how to collect it. They will use this data to create pictograms, bar chart, line graphs and pie charts.

Vocabulary

- Data,
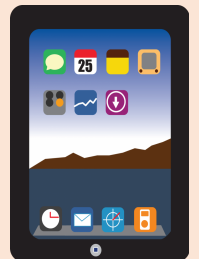- Collect,
- Tally,
- Table,
- Chart,
- Interpret,

Key Resources

www.j2e.com

COMPUTING

Year 2: Summer 2
Animation

Prior Learning – Digital Art Year 1

Key Learning

Pupils will look at examples of animations and understand how animation uses stop motion. Children will use different resources to create their own animations.

Year 2
Introduction to Animation

Objectives
- Add a background and objects to a frame, ☐
- Copy/clone a frame and move objects to create an animation, including flipping objects. ☐
- Create an animation with multiple objects moving simultaneously. ☐
- Create screen-recording animation, ☐
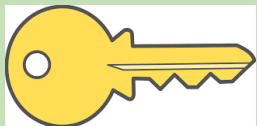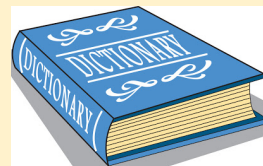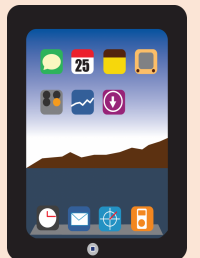- Create stop-motion animation with photos. ☐

Vocabulary

- Object,
- Frame,
- Copy,
- Animation,
- Flipping,

Key Resources

www.j2e.com