

Computing Year 2 Overview



	Autumn	Spring	Summer
Year 2 Computing	Year 2 NC objectives	Year 2 NC objectives	Year 2 NC objectives
	<ul style="list-style-type: none"> 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. Recognise common uses of information technology beyond school. 	<ul style="list-style-type: none"> To use technology purposefully to create, organise, store, manipulate and retrieve digital content Recognise common uses of information technology beyond school. Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions Identify where to go for help and support when they have concerns about content 	<ul style="list-style-type: none"> Use technology purposefully to create, organise, store, manipulate and retrieve digital content. 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.
	Year 2 Key Learning	Year 2 Key Learning	Year 2 Key Learning
	<p>Computing systems and networks 1</p> <ul style="list-style-type: none"> To recognise the parts of a computer To recognise how technology is controlled To recognise what the internet is and how to use it safely. <p>Programming 1</p> <ul style="list-style-type: none"> To understand what machine learning is and how it enables computers to make predictions. To know that loops in programming are where you set a certain instruction (or instructions) to be repeated multiple times. To know that abstraction is the removing of unnecessary detail to help solve a problem. <p>Online Safety</p> <ul style="list-style-type: none"> To decide which information is safe to share online 	<p>Computing systems and networks 2</p> <ul style="list-style-type: none"> To begin to learn touch type To understand how to use a word processor To add images to a text document To make text a different style, size and colour To know how to copy and paste <p>Programming 2</p> <ul style="list-style-type: none"> To know that coding is writing in a special language so that the computer understands what to do. To understand that the character in ScratchJr is controlled by the programming blocks. To know that you can write a program to create a musical instrument or tell a joke. <p>Online Safety</p> <ul style="list-style-type: none"> To practise keeping information safe and private online. To recognise when to deny permission online. 	<p>Creating media</p> <ul style="list-style-type: none"> To plan and create a stop animation To know that small changes in my frames will create a smoother looking animation. To understand what software creates simple animations and some of its features e.g. onion skinning. <p>Data handling</p> <ul style="list-style-type: none"> To locate features on an interactive map To input data into a spreadsheet To create algorithms To retrieve data from a spreadsheet <p>Online Safety</p> <ul style="list-style-type: none"> To recognise that not everything online is true
Vocabulary	Battery, monitor, pad Algorithm, error, loop, predict, decompose, debug	Copy, paste, text, word processor, touch type Scratch, blocks, animation, sprite	Column, digital content, cell, interactive map