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| **Computing Overview Year 2** |
| **Autumn 1** | **Autumn 2** | **Spring 1** | **Spring 2** | **Summer 1** | **Summer 2** |
| Information technology around us1. To recognise the uses of and features of information technology.
2. To identify the uses of information technology in the school.
3. To identify information technology beyond school.
4. To explain how information technology helps us.
5. To explain how to use information technology safely.
6. To recognise that choices are made when using information technology.
 | Digital photography1. To use a digital device to take a photograph
2. To make choices when taking a photograph.
3. To describe what makes a good photograph.
4. To decide how photographs can be improved.
5. To use tools to change an image.
6. To recognise that photos can be changed.
 | Robot Algorithms1. To describe a series of instructions as a sequence.
2. To explain what happens when we change the order of instructions.
3. To use logical reasoning to predict the outcome of a program.
4. To explain that programming projects can have code and artwork.
5. To design an algorithm.
6. To create and debug a program that I have written.
 | Pictograms1. To recognise that we can count and compare objects using tally charts.
2. To recognise that objects can be represented as pictures.
3. To create a pictogram
4. To select objects by attribute and make comparisons.
5. To recognise that people can be described by attributes.
6. To explain that we can present information using a computer.
 | Digital Music1. To say how music can make us feel.
2. To identify that there are patterns in music.
3. To experiment with sound using a computer.
4. To use a computer to create a musical pattern.
5. To create music for a purpose.
6. To review and refine our computer work.
 | Programming Quizzes1. To explain that a sequence of commands has a start.
2. To explain that a sequence of commands has an outcome.
3. To create a program using a given design.
4. To change a given design.
5. To create a program using my own design.
6. To decide how my project can be improved.
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