# Year 2 Computing Overview

Green = Computer Science  Blue = Information technology  Orange = Digital literacy & e-safety

| | | Unit of work | Software & hardware | Curriculum Skills |
|---|---|---|---|---|
| Year 2 | Autumn 1 | **E-safety ( 2 Lessons) Staying safe online**<br>• Understand the importance of messages we send online - recap on Sid's top tip from Year 1.<br>• Why is it important to only send nice messages to people?<br>• What should we do if we receive a nasty message by text / email / online?<br>• Who can we tell when something goes wrong?<br><br>**Using a Word processor**<br>• Insert text box and images from the internet<br><br>**Algorithms**<br>• To understand what algorithms are<br>• To use logical reasoning to predict the behaviour of simple programs<br>• Unplugged 'Human Crane' activity from code.it | Microsoft Word (computers in suite) | • To know who to tell and what to do if you see something upsetting on the internet.<br>• To be polite when talking to people, online and offline.<br><br>• Recap from Year1 : Use Microsoft Word to create sentences and learn how to edit sentences (change font, size, colour)<br>• Use Microsoft Word to insert pictures and text boxes<br><br>• understand what algorithms are<br>• create and de-bug simple programs<br>• use logical reasoning to predict the behaviour of simple programs<br>• problem solving, articulating ideas, perseverance, predicting, decomposition, pattern recognition, creativity and communication. |

| | | | | |
|---|---|---|---|---|
| | **Autumn 2** | **Algorithms**<br>• To understand what algorithms are<br>• To create simple algorithms<br>• To test and debug algorithms<br>• To use logical reasoning to predict the behaviour of simple programs<br>• To use the language of “Computational Thinking” | Scratch Junior (iPads)<br>Using Scratch Junior challenge cards<br>Computational Thinking language from CAS Model | • understand what algorithms are<br>• create and de-bug simple programs<br>• use logical reasoning to predict the behaviour of simple programs<br>• following set of instructions<br>• creating own animations<br>• problem solving, articulating ideas, perseverance, predicting, decomposition, pattern recognition, creativity and communication. |
| | **Spring 1** | **E-safety ( 2 Lessons) How to use search engines safely**<br>- What is the internet?<br>- To understand how the internet can help us find information<br>- To understand how to search for information safely<br>- To know what to do if something goes wrong<br>**Book Creator**<br>• Cross curricular with English/Theme. Create an information book about Japan<br>• Insert pictures, sounds, video and text | Book Creator (ipads) | • To know that the internet is a great way to find information and communicate with people.<br>• To begin to understand that computers linked to each other i.e. through a network<br>• To start using some simple search engines, using key words.<br>• Insert pictures, sounds, video and text |

| | | | | |
|---|---|---|---|---|
| Year 2 | Spring 2 | **Book Creator**<br>• Cross curricular with English/Theme. Create an information book about Japan<br>• Insert pictures, sounds, video and text<br>• | Book Creator (ipads)<br>Email (iPads)<br>Skitch (iPads) | • insert pictures, sounds, video and text<br>• |
| | Summer 1 | **Learning how to compose, send and reply to emails safely (3/4 lessons)**<br>• to know what email is<br>• to understand how to use email safely<br>• to send an email<br>• to receive an email<br>to reply to an email<br>Poster Design<br>• To design a poster for the Yr 2 production<br>• To use a Microsoft Publisher | Microsoft Publisher<br>in suite | • Understand what email is and how it is used<br>Compose, send and reply to emails safely<br>• To save and retrieve work in a folder.<br>• To use a simple design package.<br>• To evaluate work and amend following feedback. |

| | | | | |
|---|---|---|---|---|
| | Summer 2 | **Algorithms**<br>• Cross curricular with maths: position, direction and movement<br>• To understand what algorithms are<br>• To create and de-bug simple programs<br>• To use logical reasoning to predict the behaviour of simple programs | Hopscotch (ipads)<br>beebot app (ipads) | • understand what algorithms are<br>• create and de-bug simple programs<br>• use logical reasoning to predict the behaviour of simple programs<br>• problem solving, articulating ideas, perseverance, predicting, decomposition, pattern recognition, creativity and communication. |