

Computing Year 2 Long Term Plan

Key

Predominant Areas of Computing		
Information Technology	Computer Science	Digital Literacy

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 2	Online Safety (5) <ul style="list-style-type: none"> Using search engines safely online. Share work and communicate electronically – for example using 2Email or the display boards. Report unkind behaviour and things that upset me online, to a trusted adult. Technology in and around the school. Know how to refine searches using the Search tool. Use digital technology to share work on Purple Mash to communicate and connect with others locally. 	Spreadsheets (4) <ul style="list-style-type: none"> Organise, find, use data and data programs to organise and search information. Edit digital data. Name, save and find my work. Use 2Calculate image, lock, move cell, speak and count tools to make a counting machine. Learn how to copy and paste in 2Calculate. Use the totalling tools. 	Creating Pictures(5) <ul style="list-style-type: none"> Organise, find, use data and data programs to organise and search information. Edit digital data. Name, save and find my work. Include photos, text and sound in my creations. Learn the functions of the 2Paint a Picture tool. Learn about and recreate the Impressionist style of art (Monet, Degas, Renoir). 	Questioning(5) <ul style="list-style-type: none"> Organise, find, use data and data programs to organise and search information. Edit digital data. Name, save and find my work. Learn about data handling tools that can give more information than pictograms. Use yes/no questions to separate information. Construct a binary tree to identify items. Use 2Question (a binary tree database) to answer questions. 	Making Music (3) <ul style="list-style-type: none"> Organise, find, use data and data programs to organise and search information. Edit digital data in music composition. Make music digitally using 2Sequence. Explore, edit and combine sounds using 2Sequence. Edit and refine composed music. Think about how music can be used to express feelings and create tunes which depict feelings. 	Presenting ideas (4) <ul style="list-style-type: none"> Organise, find, use data and data programs to organise and search information. Edit digital data. Name, save and find my work. Include photos, text and sound in my creations. Explore how a story can be presented in different ways. Make a quiz about a story or class topic.

<ul style="list-style-type: none"> • Begin to have some knowledge and understanding about sharing more globally on the Internet. • Introduce Email as a communication tool using 2Respond simulations. • Understand how we should talk to others in an online situation. • Open and send simple online communications in the form of email. • Understand that information put online leaves a digital footprint or trail. • Identify the steps that can be taken to keep personal data and hardware secure. 	<ul style="list-style-type: none"> • Use a spreadsheet for money calculations. • Use the 2Calculate equals tool to check calculations. • Use 2Calculate to collect data and produce a graph. 	<ul style="list-style-type: none"> • Recreate Pointillist art and look at the work of pointillist artists such as Seurat. • Learn about the work of Piet Mondrian and recreate the style using the lines template. • Learn about the work of William Morris and recreate the style using the patterns template. • Explore surrealism and eCollage. 	<ul style="list-style-type: none"> • Use a database to answer more complex search questions. • Use the Search tool to find information. 	<ul style="list-style-type: none"> • Upload a sound from a bank of sounds into the Sounds section. • Record and upload environmental sounds into Purple Mash. • Use these sounds to create tunes in 2Sequence. 	<ul style="list-style-type: none"> • Make a fact file on a non-fiction topic. • Make a presentation to the class.
<p>Coding (3)</p>	<p>Effective Searching (3)</p>				

<ul style="list-style-type: none"> • Understand what an algorithm is. • Create a computer program using an algorithm. • Create a program using a given design. • Understand the collision detection event. • Understand that algorithms follow a sequence. • Design an algorithm that follows a timed sequence. • To understand that different objects have different properties. • To understand what different events do in code. • To understand the function of buttons in a program. • To understand and debug simple programs • Use algorithm to complete a task. 	<ul style="list-style-type: none"> • Understand the terminology associated with searching. • Gain a better understanding of searching on the Internet. • Create a leaflet to help someone search for information on the Internet. • Using search engines safely online. • Organise, find, use data and data programs to organise and search information. • Edit digital data. 				
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	<ul style="list-style-type: none">• Plan algorithm using codes.• Correct errors in my program.• Identify actions in a program.					
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