

YEAR 2

CURRICULUM OVERVIEW

	Autumn		Spring		Summer	
	Digital Literacy		Computer Science		Information technology	
Years 1-6	Creativity	Communication and collaboration	Computer science	Coding	Networks and the internet	Productivity
	Creating and publishing	Communication and collaboration online	Modelling and simulations	Programming and control	Using technology Using the internet	Digital media Using data

Topic/Unit	National Curriculum Objective	Learning Objectives	Resources for NC objectives and Skills	Skills	
Term 1 Digital Literacy	<p>- Recognise common uses for information technology beyond school</p> <p>- Use technology respectfully and safely, 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</p>		DB Primary Microsoft Word	<p>1st half</p> <p>Creativity Creating and publishing</p> <ul style="list-style-type: none"> To use technology to word process work, making a wide range of edits and using common features of word processing tools. To use technology to create basic presentations giving consideration to the layout of slides and combining images and sound. To use the skills and techniques learnt to organise, reorganise and communicate ideas for a specific purpose in different contexts 	<p>2nd half</p> <p>Communication and collaboration Communication and collaboration online</p> <ul style="list-style-type: none"> To start to understand that messages can be sent electronically over distances. To understand that email can be used to send messages electronically and people can reply to emails

<p>Term 2</p> <p>Computer Science</p>	<p>- Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions</p> <p>- Create and debug simple programs</p> <p>- Use logical reasoning to predict the behaviour of simple programs</p>		<p>Scratch Kodu Logo Beebots Beebot programme</p>	<p>1st half</p> <p>Computer Science</p> <p>Modelling and simulations</p> <p>- To use a range of basic simulations to represent real life situations and explore the effects of changing variable and the benefits of using the simulations.</p>	<p>2nd half</p> <p>Coding</p> <p>Programming and control</p> <ul style="list-style-type: none"> To continue to develop their understanding of how a computer processes instructions and commands. To understand that devices or on screen turtles are controlled by sequences of instructions or actions, and that these can be inputted using icons or by text. <p>To create, edit and refine sequences of instructions for a variety of programmable devices.</p>
<p>Term 3</p> <p>Information Technology</p>	<p>- Use technology purposefully to create, organise, store, manipulate and retrieve digital content</p>		<p>Microsoft Word Paint 2paint Lenovos - take pictures and edit using software DB Primary Microsoft Powerpoint 2Investigate</p>	<p>1st half</p> <p>Networks and the internet</p> <p>Using technology</p> <ul style="list-style-type: none"> To become skilful in using different tools to control technology. To understand the purpose of, and begin to use a range of different technology. To begin to develop typing speed and accuracy to enable 	<p>2nd half</p> <p>Productivity</p> <p>Digital media</p> <ul style="list-style-type: none"> To know they can explore sound and music in ICT using keyboards, and onscreen music software To know they can record sound using ICT that can be stored and played back and independently using a range of tools to record sound.

				<p>independent access to a computer.</p> <p>Using the internet</p> <ul style="list-style-type: none"> • To talk about the different forms of information (text, images, sound, multimodal) and understand some are more useful than others • To understand and talk about how the information can be used to answer specific questions • To begin to develop key questions and find information to answer them • To recognise the layout of a web page, recognise web addresses, menu buttons and links • To understand that the internet contains a large amount of information and recognise the need to use search tools and search engines to begin to find information 	<ul style="list-style-type: none"> • To independently record video and sound using a range of tools. • To use the computer to create basic images. • To choose to take photographs for a range of different purposes. <p>Using data</p> <ul style="list-style-type: none"> • To use technology to create graphs and amend created graphs. <p>To begin to create their own branching databases using ICT, identifying objects and questions to classify data.</p>
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