Computing Curriculum Planner: Year 2

eLIM Support Services for Education sse

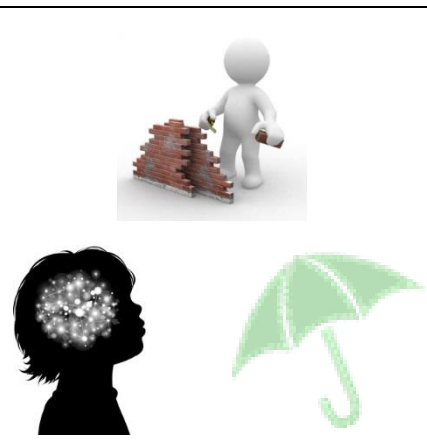| Autumn	Spring	Summer
e-Safety- planned within PSHE / Citizenship using Somerset BYTE Awards **I am kind and responsible** Agree class internet rules based on personal responsibilities. Include cyberbullying messages in Anti-bullying week.	**e-Safety- planned within PSHE / Citizenship** using Somerset BYTE Awards **I am safe** Keep personal details private, consider who you are talking to online and make sure a trusted adult knows what you are doing online. Use Safer Internet Day to focus on use of the internet and different technologies.	**e-Safety – planned within PSHE / Citizenship** using Somerset BYTE Awards **I am healthy** Consider age-appropriate and healthy use of technology. Include consideration of time spent using technology and recognition of appropriate websites and games in Health week.

Autumn

Programming 1 OR 5 - CORE

Year 2 Light up my Lightbot **or** Moving Around to Fix My Factory both 3 sessions

- Follow instructions to move through obstacle course
- Talk through algorithms
- Work through levels of tasks
- 'Write' programs with cards
- Predict and debug sequences

Programming 2 – CHOICE

Year 2 Explore My Topic with a floor robot   3 sessions

- Use floor robot to collect information about animals (or other topic)
- Complete treasure hunt
- Draw a letter
- Draw a flight of stairs

Multimedia 1 – CORE

Year 2 Present My Information 4+1 sessions

- Explore ways in which we can present information
- Present information we have researched
- Develop key board skills
- Share the information with others using a class blog, school website, etc

Spring

Handling Data 1 – CORE

Year 2 Sorting My Birds

5 sessions

- Investigate and sort bird pictures
- Talk about types of data and how it can be collected
- Make a decision tree
- Generate questions
- Collect, record & present data
- Compare different ways to present information

TIOL 1 - CORE

Year 2 Technology in My Life

2 sessions

- Think about technology
- Present the technology as a day timeline
- Talk about the benefits of using technology
- Look at a map of a town and talk about the different technologies that are used

Programming 3 – CHOICE

Year 2 Drawing My Shapes

3 sessions

- Draw shapes with floor robot
- Write instructions for a friend to follow
- Use web link to draw shapes
- Create shapes with logo software

Summer

TIOL 2 – CORE

Year 2   Do I Trust My Internet Search?   2/3 sessions

- Think about 'What is the internet?'
- Look at the validity of Tomato Spider website
- Consider where the information on school website comes from
- Make own creature and information on a 'website'

Handling Data 3 – CHOICE

Year 2 My Habitat Investigation 2 sessions

- Use photos to think about where snails like to live
- Use photos and block graphs to show findings of investigation

Multimedia 3 – CHOICE

Year 2 My News Report

2/3 sessions

- Plan and present a news report about an animal
- Talk about how they save and retrieve the video
- Provide feedback such as 'two stars and a wish' as they watch each other's videos

Open Ended Challenge

Identify an appropriate challenge to allow children to
- Use computational thinking to plan, develop and evaluate their use of technology
- Have a differentiated learning experience including developing mastery
- Demonstrate attainment in computing

Basic Skills
(to support my learning across the curriculum)
- Use personal log in for online resources
- Open Apps and software
- Save and Open files and images
- Insert images within apps and software
- Use simple children's search engine eg Kiddle
- Use keyboard to enter text (index fingers left and right hand)
- Know when and how to use the RETURN/ENTER key.
- Use SHIFT and CAPS LOCK to enter capital letters
- Use DELETE and BACKSPACE buttons to correct text

Additional unplugged activities to reinforce computational thinking

Program the teacher (10 minutes)
- Give instructions to the teacher to move to a particular destination in the classroom OR make a sandwich or other activity
- Explain how providing clear instructions is critical to computer programming.

https://www.scratchjr.org/teach.html

Tut, clap or jive (30 minutes)
- Create sequences of movements including hand clapping, hand tutting or hand jive
- Start to think about breaking problems down or decomposing

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