

Year 2: Computing

Key Facts & Skills

Digital
Citizenship
and Online
Safety

I can give examples of issues online who could make me feel sad, embarrassed or upset.
I can give examples of how I might get help.
I can explain how other people's identity online can be different to their identity in real life.
I can describe ways in which people might make themselves look different online.
I can give examples of how I might use technology to communicate with others.
I can explain about how information put online about me can last for a long time.
I know who to talk to if I think someone has made a mistake about putting something online.
I can give examples of bullying behaviour and how it could look online.
I understand how bullying can make someone feel and I can talk about how someone can / would get help about being bullied online or offline.

Digital
Literacy

I can use basic computer skills.
I can use folders.
I can organise ideas for a presentation.
I can create a simple presentation with text.
I can add and format an image,
I can reorder slides and present a presentation.
I can search and print.
I can use a specific computer skill to reproduce a style of art.
I can use a specific computer skill to create and compare styles of art.
I can create a presentation including text and images.
I can retrieve, edit and organise a presentation.

I can use a spell checker to check my work.
I can use the return / enter key to insert relevant line breaks.
I can begin to use shortcut keys to edit text style.
I can begin to copy, paste and manipulate images within programmes.
I can use the ipad to capture film and images.
I can save and retrieve my work to/from the shared pupil drive.

Computer
Science

I know what an algorithm is
I can write, use and spot patterns in an algorithm
I understand that spelling rules can be thought of as algorithms
I can predict what a simple algorithm will do by using a spelling rule

	<p>I can predict what a program will do and explain why I think this</p> <p>I can debug a program</p> <p>I can explain what the bug was and how I fixed it</p> <p>I can explore Scratch for myself</p> <p>I can give and follow instructions, which include direction and turning command – several in order.</p> <p>I know that programs need an event to begin. I can use different events to start my programs in Scratch (timing / click / button press..)</p> <p>I can create precise instructions for a character on a particular theme.</p> <p>I can create code for a pair of characters involving speech and movement.</p> <p>I am developing problem-solving strategies, navigation and co-ordination skills as I play and learn with electronic games, remote control or programmable toys.</p>
Information Technology	<p>I can use keywords in search engines.</p> <p>I can navigate a simple webpage to get to information I need (e.g. home, forward, back buttons, links and tabs).</p> <p>I can explain why some information I find online may not be true.</p> <p>I can explain some rules for keeping my information private.</p> <p>I can explain what passwords are and can use passwords for my accounts and devices.</p> <p>I can explain how many of my devices at home could be connected to the internet and I can list some of those devices.</p> <p>I can describe why other people's work belongs to them. I can recognise that content on the internet may belong to other people.</p> <p>I understand the difference between physical, wireless and mobile networks.</p>

Vocabulary

Debug	Identify and fix errors in a program
Event	An action that is recognised by the computer (e.g. keystroke, mouse click..)
Search Engine	A program that searches key words against a database typically to find websites
Links	An object that if you click on it, will take you somewhere else in the page or to a new page / website
Tabs	A marker that allows you to view multiple webpages
Password	A string of characters that allows access to a computer
Devices	A unit of physical hardware or equipment (e.g. mobile phone, laptop, tablet..)
Physical Network	A system of computers that connect physically to each other by cables
Wireless Network	A system of computers that connect without cables, using WIFI for example.
Mobile Network	A system similar to wireless, but involving mobile / portable devices.

Useful Websites and Other Resources

Childnet:

www.childnet.com

Education for a Connected World (GOV):

https://assets.publishing.service.gov.uk/government/uploads/system/uploads/attachment_data/file/759003/Education_for_a_connected_world_PDF.PDF

BBC Bitesize KS1:

<https://www.bbc.com/bitesize/subjects/zyhbwmn>

Hour of Code:

<https://code.org/learn>

Child-friendly Visual Search Engine:

<https://www.kiddle.co/>

Lee & Kim Online Safety:

https://www.thinkuknow.co.uk/parents/Support-tools/Films-to-watch-with-your-children/Lee_and_Kim_original/