

## Year 2 Computing Curriculum Map

<u>Computing Strand</u>	<u>Objective</u>	<u>Unit objective is to be assessed within</u>
<b>Computer Science</b>	Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions.	Spring 1 – Coding
	Create and debug simple programs	Spring 1 – Coding
	Use logical reasoning to predict the behaviour of simple programs	Spring 1 – Coding
<b>Information Technology</b>	Use technology purposefully to create, organise, store, manipulate and retrieve digital content	Autumn 2 – Questioning Spring 2 – Creating Pictures Summer 1 – Spreadsheets Summer 2 – Presenting Ideas
<b>Digital Literacy</b>	Recognise common uses of information technology beyond school.	<b>Assessed at year 1 OR assess within Cross Curricular lessons</b>
	Use technology safely and respectfully, 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.	Autumn 1 – Online Safety