



Computing Skill Progression

Year 2

Creating Media – Digital Photography

- Talk about how to take a photograph.
- Capture digital photos and talk about my experience.
- Explain the process of taking a good photograph.
- Take photos in both landscape and portrait format.
- Identify what is wrong with a photograph.
- Improve a photograph by retaking it.
- Experiment with different light sources.
- Focus on an object.
- Use a tool to achieve a desired effect.
- Apply a range of photography skills to capture a photo.
- Recognise which images have been changed.

Data and information – Pictograms

- Record data in a tally chart.
- Enter data onto a computer.
- Use a computer to view data in a different format.
- Organise data in a tally chart.
- Create a pictogram to arrange objects by an attribute.
- Collect the data I need.
- Create a pictogram and draw conclusions from it.
- Use a computer program to present information in different ways.
- Give simple examples of why information should not be shared.

Programming – Introduction to Quizzes

- Identify the start of a sequence.
- Show how to run my program.
- Predict the outcome of a sequence of commands.
- Change the outcome of a sequence of commands.
- Tell the actions of a sprite in an algorithm.
- Decide which blocks to use to meet the design.
- Build the sequences of blocks I need.
- Create an algorithm.
- Build sequences of blocks to match my design.
- Improve my project by adding features.
- Debug.