Year 2 computing curriculum

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
E-safety unit to be taught for first computing lesson each half term	Online bullying	Privacy and security	Self image and identity	Online reputation	Health and wellbeing	Copyright and ownership
Computing unit	Computing systems and network: IT around us	Word processing	Robot algorithms	Programming quizzes using Scratch Jnr	Making Music	Stop motion
Main unit of work	https://teachcomputing.org/curriculum/key-stage-1/computing-systems-and-networks-it-around-us	Kapow	https://teachcomputing.org/curriculum/key-stage-1/programming-a-robot-algorithms/lesson-4-mats-and-routes	https://teachcomputing.org/curriculum/key-stage-1/programming-b-an-introduction-to-quizzes	https://teachcomputing.org/curriculum/key-stage-1/creating-media-making-music	Kapow
Objectives covered	To recognise the uses and features of information technology	To begin to learn to touch type	To describe a series of instructions as a sequence	To explain that a sequence of commands has a start	To say how music can make us feel	To understand what animation is
	To identify information technology in the home	To understand how to use word processor	To explain what happens when we change the order of instructions	To explain that a sequence of commands has an outcome	To identify that there are patterns in music	To understand what stop motion animation is
	To identify information technology beyond school	To understand how to add images to a text document	To use logical reasoning to predict the outcome of a program (series of commands)	To create a program using a given design	To describe how music can be used in different ways	To create a stop motion animation
	To explain how information technology benefits us	To understand the importance of referencing copied work	To explain that programming projects can have code and artwork	To change a given design	To show how music is made from a series of notes	To plan my stop motion animation
	To show how to use information technology safely	To understand what happens to information posted online	To design an algorithm	To create a program using my own design	To create music for a purpose	To create my stop motion animation
	To recognise that choices are made when using information technology		To create and debug a program that I have written	To decide how my project can be improved	To review and refine our computer work	