



Computing Curriculum Overview Year A Class 2

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Knowledge	<p>ONLINESAFETY + EXPLORING PM 1.1+2.2 To understand that the information I put online leaves a digital footprint. To introduce Email as a communication tool using 2Respond simulations. To understand how we should talk to others in an online situation.</p>	<p>CODING PM 1.7 To understand what instructions are and predict what might happen when they are followed. To understand what object and actions are. To understand what an event is. To begin to understand how code executes when a program is run. To understand what backgrounds and objects are.</p>	<p>ANIMATED STORY BOOKS PM1.6 To introduce e-books and the 2Create a Story tool. To share e-books on a class display board.</p>	<p>SPREADSHEETS PM 2.3 To understand the purpose and uses of spreadsheets. MAZE EXPLORERS PM 1.5 To understand the functionality of the direction keys. To understand how to create and debug a set of instructions (algorithm). To understand how to change and extend the algorithm list.</p>	<p>QUESTIONING PM 2.4 To learn about data handling tools that can give more information than pictograms.</p>	<p>PICTOGRAMS PM 1.3 To understand that data can be represented in picture format. MAKING MUSIC PM 2.7 To think about how music can be used to express feelings and create tunes which depict feelings.</p>
Skills	<p>ONLINESAFETY + EXPLORING PM 1.1+2.2 To log in safely. To learn how to find saved work in the Online Work area and find teacher comments. To learn how to search Purple Mash to find resources. To know how to refine searches using the Search tool. To use digital technology to share work on Purple Mash to communicate and connect with others locally.</p>	<p>CODING PM 1.7 To use code to make a computer program. To use an event to control an object. To plan and make a computer program.</p>	<p>ANIMATED STORY BOOKS PM1.6 To add animation to a story. To add sound to a story, including voice recording and music the children have composed. To work on a more complex story, including adding backgrounds and copying and pasting pages.</p>	<p>SPREADSHEETS PM 2.3 To use 2Calculate image, lock, move cell, speak and count tools to make a counting machine. To learn how to copy and paste in 2Calculate. To use the totalling tools. To use a spreadsheet for money calculations. To use the 2Calculate equals tool to check calculations. To use 2Calculate to collect data and produce a graph.</p>	<p>QUESTIONING PM 2.4 To use yes/no questions to separate information. To construct a binary tree to identify items. To use 2Question (a binary tree database) to answer questions. To use a database to answer more complex search questions. To use the Search tool to find information.</p>	<p>PICTOGRAMS PM 1.3 To contribute to a class pictogram. To use a pictogram to record the results of an experiment. MAKING MUSIC PM 2.7 To make music digitally using 2Sequence. To explore, edit and combine sounds using 2Sequence. To edit and refine composed music. To upload a sound from a bank of sounds into the Sounds section.</p>



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	To open and send simple online communications in the form of email.			MAZE EXPLORERS PM1.5 To use the additional direction keys as part of an algorithm. To create a longer algorithm for an activity. To set challenges for peers. To access peer challenges set by the teacher as 2Dos.		To record and upload environmental sounds into Purple Mash. To use these sounds to create tunes in 2Sequence.
Vocabulary	ONLINESAFETY + EXPLORING PM 1.1+2.2 Attachment Avatar Button Device Digital footprint Email File Name Filter Icon Internet Log in/out Menu My Work Area Notification Password Personal information Private information Saving Search Secure Sharing	CODING PM 1.7 Action Algorithm Background Code Coding Command Debug/ Debugging Event Execute Instruction Object Output Plan Programmer Properties Run	ANIMATED STORY BOOKS PM 1.6 Animation Background Clip-art Gallery E-book Edit Font Sound Sound effect Text	SPREADSHEETS PM 2.3 Block Graph Cell Column Copy Count tool Data Drag Equals Equals tool Label Row Speak tool Table Total MAZE EXPLORERS PM1.5 Algorithm Challenge Command Direction Instruction Left and Right Route Undo Unit	QUESTIONING PM 2.4 Binary Tree Data Database Field Pictogram Question Record Search Sort	PICTOGRAMS PM 1.3 Collect Data Compare Data Pictogram Record Results Title MAKING MUSIC PM 2.7 Beat Compose Note Tune Sound Effect Soundtrack Speed Tempo Volume