Computing Curriculum Overview Year B Class 2

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Knowledge	**EXPLORING PURPLE MASH PM 1.1 + ONLINE SAFETY PM 1.1/Twinkl Y1** To become familiar with the icons and types of resources available in the Topics section. To understand the importance of logging out.	**CODING PM 2.1** To understand what an algorithm is. To understand the collision detection event. To understand that algorithms follow a sequence. To understand that different objects have different properties. To understand what different events do in code. To understand the function of buttons in a program.	**CREATING PICTURES PM 2.6** To learn the functions of the 2Paint a Picture tool. To explore surrealism and eCollage.	**SPREADSHEETS PM 1.8** To know what a spreadsheet program looks like. **EFFECTIVE SEARCHING PM 2.5** To understand the terminology associated with searching. To gain a better understanding of searching on the Internet.	**PRESENTING IDEAS PM 2.8** To explore how a story can be presented in different ways.	**LEGO BUILDERS PM 1.4** To compare the effects of adhering strictly to instructions to completing tasks without complete instructions. To consider how the order of instructions affects the result. **GROUPING & SORTING PM1.2**
Skills	**EXPLORING PURPLE MASH PM 1.1 + ONLINE SAFETY PM 1.1/Twinkl Y1** 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 start to add pictures and text to work. To explore the Tools and Games section of Purple Mash. To learn how to open, save and print.	**CODING PM 2.1** To create a computer program using an algorithm. To create a program using a given design. To design an algorithm that follows a timed sequence. To understand and debug simple programs.	**CREATING PICTURES PM 2.6** To learn about and recreate the Impressionist style of art (Monet, Degas, Renoir). To recreate Pointillist art and look at the work of pointillist artists such as Seurat. To learn about the work of Piet Mondrian and recreate the style using the lines template. To learn about the work of William Morris and recreate the style using the patterns template.	**SPREADSHEETS PM 1.8** To locate 2Calculate in Purple Mash. To enter data into spreadsheet cells. To use 2Calculate image tools to add clipart to cells. To use 2Calculate control tools: lock, move cell, speak and count. **EFFECTIVE SEARCHING PM 2.5** To create a leaflet to help someone search for information on the Internet.	**PRESENTING IDEAS PM 2.8** To make a quiz about a story or class topic. To make a fact file on a non-fiction topic. To make a presentation to the class.	**LEGO BUILDERS PM 1.4** To follow and create simple instructions on the computer. **GROUPING & SORTING PM1.2** To sort items using a range of criteria. To sort items on the computer using the 'Grouping' activities in Purple Mash.

Vocabulary	**EXPLORING PURPLE MASH PM 1.1 + ONLINE SAFETY PM 1.1/Twinkl Y1**	**CODING PM 2.1**	**CREATING PICTURES PM 2.6**	**SPREADSHEETS PM 1.8**	**PRESENTING IDEAS PM 2.8**	**LEGO BUILDERS PM 1.4**
	Alert	Action	Art	Button	E-book	Algorithm
	Avatar	Algorithm	Fill	Calculations	Fact file	Code
	Button	Background	Impressionism	Cell	Fiction	Computer
	Device	Bug	Palette	Clip art	Mind map	Debugging
	File Name	Button	Pointillism	Column	Node	Instructions
	Icon	Coding	Style	Count tool	Non-fiction	Program
	Log in	Click events	Surrealism	Data	Presentation	
	Log out	Collision detection		Delete	Quiz	**GROUPING & SORTING PM1.2**
	Menu	Command		Image		Criteria
	My Work Area	Debug/ Debugging		Lock cell		Groups
	Notification	Event		Move cell		Sort
	Password	Execute		Row		
	Private	Implement		Speak tool		
		Interval		Value		
		Interaction		**EFFECTIVE SEARCHING PM 2.5**		
		Instruction		Digital Footprint		
		Object		Domain		
		Output		Internet		
		Properties		Network		
		Run		Search Engine		
				Web Address		
				Web Page		
				Web Site		
				World Wide Web		