

Year 2 Computing

Areas of Learning

- use ICT technology and application software purposefully to create, organise, store, manipulate and retrieve digital content
- understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions
- create simple programs
- use logical reasoning to predict the behaviour of simple programs
- recognise common uses of information technology beyond school
- 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.

Approaches to learning

- Word process short texts and develop basic editing skills including different presentational features.
- Save, print, retrieve and amend their work.
- Create a sequence of instructions to control a programmable robot to carry out a pre-determined route to include direction, distance and turn (on screen or floor robot).
- Share and comment on work online, developing understanding about appropriate behaviour and internet safety.

Examples of learning

Combine text and images to create a poster or card for an occasion.

Create a set of online instructions to meet a challenge e.g. a 2D shape.

Watch e-Safety Awareness Raising video.

References

Primary Curriculum 2014: <http://www.primarycurriculum.me.uk/ks1/computing>

SWITCHED ON Computing Year 2 by Rising Stars