



**Year 2 Computing Framework**



**C= Coverage    N = New Learning    R = Recall of prior learning    CH – Computing Hierarchy**

Terms	Autumn		Spring		Summer	
	E-Safety / Programming		Communicate / Data		Digital Creativity	
	E-Safety	Programming with Scratch	Communicate	Data	Stop Motion Animation	Video creation and editing.
Weeks				This is a short unit		
1	- Understand about staying safe when playing on games. <i>-Use Q and A to discuss experiences of playing games on devices.</i>	Explain how the interface works in Scratch, Understand what the tools are and how they work. Explain the stage, the script options and the coding	Understand how to use several Apps on an iPads	Understand what data is. Understand the range of data that is collected about pupils and why.	Understand what stop motion animation is. <i>Discuss/show clips of Stop Motion Animations.</i>	Understand digital creativity through image manipulation (change a photo) <i>Discuss how photos can be changed and why.</i>
2	- Understand the dangers of the internet. <i>-Discuss how they can get on the internet and what they do at home.</i> <i>C27: Understand online risks and the age rules for sites.</i>	Using iPads apps to learning programming basics, Understand how to create a simple program where the cat sprite moves up and down.	Using iPads apps to find a number of images about dinosaurs and copy them to the iPad. <i>-Discuss how they can get on the internet and what they do at home.</i> <i>C27: Understand online risks and the age rules for sites.</i>	Understand how data is collected about us all, e.g. shopping. Understand what data can show about an individual.	Understand how to create resources for Stop Motion with a dinosaur theme. <i>Discuss/show clips of Stop Motion Animations.</i>	Understand the tools and interface in iMovie
3	- How to use a browser safely and find specific images using google. <i>-Demonstrate how to use the iPad and search for specific images and save them.</i>	Using iPads apps to learning programming basics, Understand how to create a simple program where the cat sprite follows the mouse pointer. <i>Recap on the terminology and if they can use less moves than before to reach the goal.</i>	Using iPads apps to find a number of images about a set topic, e.g. dinosaurs and copy them to the iPad. <i>C28: Use a range of applications and devices in order to communicate ideas, work and messages</i>	Understand Different categories of data. Understand how categories of data can show trends of shopping habits and what this information can do. Discuss how Google stores information about us	Understand how Stop Motion App interface works.	Understand how to take small pieces of video and store them
4	Remember what personal information is and why it is private and personal. <i>Discuss/recap on the first lesson about playing games with others online.</i> <i>C26 Participate in class social media accounts</i>	Using iPads apps to learning programming basics, Understand how to add sound in and change the colours of sprites. <i>C19: Control motion by specifying the number of steps to travel</i> <i>C20: Add text strings , show and hide objects and change the features of an object.</i>	Understand how to insert the images into different categories e.g. herbivores, carnivores etc. Start of Database. <i>C18: Use simple databases to record information in areas across the curriculum.</i>	Understand what does data help us to find out. Google searches. <i>C18: Use simple databases to record information in areas across the curriculum.</i>	Understand how to create an animation using the resources and the app from the last session. <i>C28: Use a range of applications and devices in order to communicate ideas, work and messages.</i>	Understand how to insert video into iMovie
5	Using safe websites and age appropriate sites. <i>C26 Participate in class social media accounts</i> <i>C27: Understand online risks and the age rules for sites.</i>	Using iPads apps to learning programming basics, Introduce loops and if and possible then statements into the code. <i>C:21 Select sounds and control when they are heard.</i> <i>C:23 Specify user input9 such as clicks) to control events.</i>	Understand how to add titles into the e-book with categories. <i>C18: Use simple databases to record information in areas across the curriculum.</i>	Understand the differences between data and information <i>C29: Use simple databases to record information in areas across the curriculum.</i>	Understand how to create an animation using the resources and the app from the last session. <i>Demo work from last week and the limitation s or successes of it.</i>	Understand how to add text in the storyboard that is appropriate to the video
6	Simple communication skills on line. <i>C27: Understand online risks and the age rules for sites.</i>	Using iPads apps to learning programming basics, Introduce loops and if and possible then statements into the code. <i>C24: Specify the nature of events such as a single event or loop)</i> <i>C25: Create conditions for actions by waiting for a user input.</i>	Understand how to add additional text into the e-book with categories. <i>CH Use a range of devices and applications in order to communicate ideas, work and messages.</i> <i>C28: Use a range of applications and devices in order to communicate ideas, work and messages</i>	Amounts of data and storage etc.	Understand how to create an animation using the resources and the app from the last session.	Understand how to share a movie trailer.
Skills check – can children...? This is the aim for the vast majority of the class to achieve this half term to ensure that they are ready to move on to the next piece of learning	CH Participate in class social media accounts. CH: Understand online risks and the age rules for sites. (IT) Use technology purposefully to create, organise, store, manipulate and retrieve digital content. (DL) Recognise common use for Information Technology beyond school. (DL) Use technology safely and respectfully, keeping personal information private; Identify where to go for help and support when they have concerns about content of contact on the internet or other online technologies.	CH- Control Motion by specifying the number of steps to travel and, direction and turn. CH. Add text strings, show and hide objects the features of the object. CH Add sounds and control when they are heard CH Specify user inputs (clicks) to control event. CH Specify the nature of events such as a loop. CH: Create conditions for actions (CS) Understand what algorithms are; How they are implemented as programs on digital devices and that programs execute (run) by following precise and un-ambiguous instructions. Create and debug simple programs (create and check them) Use logical reasoning to predict the behaviour of simple programs.	Discuss how they can get on the internet and what they do at home. C27: Understand online risks and the age rules for sites.  CH Use a range of devices and applications in order to communicate ideas, work and messages.  (IT) Use technology purposefully to create, organise, store, manipulate and retrieve digital content. (DL) Recognise common use for Information Technology beyond school. (DL) Use technology safely and respectfully, keeping personal information private; Identify where to go for help and support when they have concerns about content of contact on the internet or other online technologies.	CH Use simple databases to record information in areas across the curriculum. CH Use a range of devices and applications in order to communicate ideas, work and messages. (IT) Use technology purposefully to create, organise, store, manipulate and retrieve digital content. (DL) Recognise common use for Information Technology beyond school.	CH Use a range of devices and applications in order to communicate ideas, work and messages. (IT) Use technology purposefully to create, organise, store, manipulate and retrieve digital content. (DL) Use technology safely and respectfully, keeping personal information private; Identify where to go for help and support when they have concerns about content of contact on the internet or other online technologies.	CH Use a range of devices and applications in order to communicate ideas, work and messages. (IT) Use technology purposefully to create, organise, store, manipulate and retrieve digital content. (DL) Use technology safely and respectfully, keeping personal information private; Identify where to go for help and support when they have concerns about content of contact on the internet or other online technologies.
Terminology check	Online, private, Browser, Stay safe.	Control, Algorithms, Basic programming.	Databases, Categorisation, Communicating ideas.	Databases, Data and Information,	Stop Motion Animation, clips, frames, apps, themes, titles.	Movie, Sound, edit, frame,