

COMPUTING

Year group: 2

Term: Spring



The children will have a weekly one-hour lesson in the Computing suite where they will develop their Information Technology, Computer Science and Digital Literacy skills using a range of apps and software packages. There will be additional and frequent opportunities to apply their IT skills across the curriculum and to learn how to stay safe online.

Prior knowledge

Children will know basic internet safety rules, including understanding different forms of communication and that personal information should not be shared online and that they must report anything concerning to a trusted adult.

They will be able to log on, load digital work, create some content,

They should understand what an algorithm is and be able to create a program using a given design, to include a collision detection event and a timer. They should be able to understand and debug simple programs.

National Curriculum Objectives

NC objectives

Use technology purposefully to create, organise, store, manipulate and retrieve digital content.

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

Key vocabulary

appropriate/inappropriate, backspace, caps lock, content, cyber-bullying, data, database, digital footprint, digitally, enter, keyword, profile, return, search engine (tool), software, sites, website searching, (Zip it, Flag it, Block it)

By the end of this unit, I will be able to:

Information Technology

Log on independently to the PC's and some websites

Use search engine agreed by the school for learning and retrieving information.

To present information digitally in a variety of ways.

Know that bookmarking is a way to find safe sites again.

Know it's not always possible to copy pictures and text from protected sites.

Keeping Safe

To explain simple guidance for accessing technology in different environments.

To understand the importance of maintaining a healthy balance between screentime and non-screen time.

To explain how other people may look and act differently online and offline.

To understand that information put online leaves a digital footprint or trail.

To give examples of issues online that might make someone sad, worried or upset and know what can be done to help.

Use passwords for TT Rockstars, Mathletics, Spelling Shed etc.

To know who to talk to them if they are uncomfortable with any online content or contact.

Computer Science

To learn the functions of the 2Paint a

Picture tool.

· 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.