



Computing Medium Term Plan

Year 2 Computing	Autumn	Spring	Summer
Unit of work	<p>Recognise uses of IT</p> <p>Digital Art</p> <p>Introduce data handling</p>	<p>E- book creation</p> <p>Typing</p> <p>Internet research</p>	<p>Develop Programming</p> <p>Programming – Hour of Code</p>
Link to NC programme of study	<p>Recognise common uses of information technology beyond school.</p> <p>Use technology purposefully to create, organise, store, manipulate and retrieve digital content.</p>	<p>Use technology purposefully to create, organise, store, manipulate and retrieve digital content.</p> <p>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.</p>	<p>Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions.</p> <p>Create and debug simple programs. Use logical reasoning to predict the behaviour of simple programs.</p>
What we need to know	<p>To recognise common uses of information technology beyond school.</p> <p>To know how to use technology purposefully to create, organise, store, manipulate and retrieve digital content.</p>	<p>To know how to 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.</p>	<p>To know what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions.</p> <p>To know how to create and debug simple programs.</p> <p>To know how to use logical reasoning to predict the behaviour of simple programs.</p>

Vocabulary	Backspace key, copy and paste, columns, cells, count tool, delete key, equals tool, image toolbox, lock tool, move cell tool, rows, speak tool, spreadsheet.	Search, display board, internet, sharing, email, attachment, digital footprint.	Action, algorithm, bug, character, code block, code design, command, debug, design mode, input, object, properties, repeat, scale, timer, when clicked, when key.
Disciplinary Knowledge	<p>Understand computers store and follow instructions. Spot digital technology in school or at home. Understand how different technology helps us. Find a piece of computer equipment amongst day to day objects and choose the correct definition.</p> <p>Use lines and fill tools to make interesting patterns and mimic an artist’s style (Mondrian). Add a variety of shapes (outlines and fill) and label them with text. Re-create graphics using pixels with different colours.</p> <p>Use lines and fill tools to make interesting patterns and mimic an artist’s style (Mondrian). Add a variety of shapes (outlines and fill) and label them with text. Re-create graphics using pixels with different colours.</p> <p>Understand what data is and collect it as a tally. Use software to label a pictogram and add data to each column.</p>	<p>Add a book cover with title, author, colour and image. Add multiple pages based on a theme. Add text on different pages. Add images on different pages to match the theme/text Add voice recordings to match the text and theme.</p> <p>Use the correct hand position and fingers for touch typing. Develop and assess my touch-typing skills. Understand how to put a keyboard back together.</p> <p>Understand how a web-page displays information in different ways: eg – text, images, videos and interactive elements. Use a web-page to answer questions using keywords.</p>	<p>Create and debug simple programs by selecting code blocks, placing them in the correct sequence and executing a program. Use logical reasoning to predict the behaviour of simple programs. Simplify a program by using a loop.</p> <p>Create and debug simple programs by selecting code blocks, placing them in the correct sequence and executing a program. Use logical reasoning to predict the behaviour of simple programs. Simplify a program by using a loop.</p>

	<p>Edit a table with correct titles and numbers.</p> <p>Use software to create a bar chart/pie chart/line chart suitable for the data.</p> <p>Interpret a pictogram/bar chart/line chart.</p>		
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