

Computing		Class 2
Autumn Term	Spring Term	Summer Term
<p><u>Creating pictures</u> Children will know that ICT can be used to create pictures, building skills including - correcting mistakes and exploring alternatives; using simple mark making tools; using the flood fill tool; selecting the straight line, spray and geometric shapes Children will also be introduced to saving work <i>(Software - 2Simple2PaintAPicture)</i></p> <p><u>Communicating ideas using text</u> Children will learn that text can be entered and corrected using word processing packages. They will build upon year 1 skills to become familiar with the location of letters and functions on the keyboard; use the backspace key to make corrections; the importance of spaces between words and insert images from clip art before discussing the overall effectiveness of their work <i>(Software – Microsoft Word)</i></p> <p><u>Recognise Common Uses of ICT Outside School (Science)</u> As part of Science topic (electricity), children will also list devices that are used by them and others outside school (including at home), what they are used for and how they make tasks easier.</p>	<p><u>Coding 1</u> Different inputs Children will learn to create a sequence of instructions to move objects depending on a key press. They then build this idea to have objects change direction depending on the input – key press or screen swipe. Children then apply these coding skills to create an app that moves an object or character depending on the type of input. <i>(Software – Espresso Coding)</i></p> <p><u>Presenting Information</u> Children will recap skills learned using word, and then be introduced to PowerPoint. Skills learned will include – inserting and modifying text (font, size colour etc.); inserting images from clip art; investigating how to animate text and effective transitions from one slide to another. Children will then use skills learned to present learning from topic and evaluate. <i>(Software – Microsoft PowerPoint)</i></p> <p><u>Programming a Device (Maths)</u> Enter instructions to control the BeeBot Predict and check their predictions by programming the BeeBot Predict the result of a sequence of instructions Recognise that instructions can be repeated and record sequences of instructions Make predictions and test them <i>(Maths – Beebots)</i></p>	<p><u>e-Safety</u> Children will be introduced to the concept of staying safe not only in the ‘real world’ but also in the online world. Skills include: keeping our personal details safe, knowing what to do if an online situation feels uncomfortable, using the internet safely, whether to trust an online identity and talking with adults about online activities <i>(CEOP Materials – Hector’s World)</i></p> <p><u>Searching Online & Presenting Information (Topic)</u> As part of Literacy topic (Information texts) children will learn to use a search engine to find information about current topic. They will learn to read information online and put into own words; compare information on different sites and hold simple discussions about the authenticity of some information They should then use this information to create a ‘website’ about their current topic containing a homepage, images obtained online and internal & external links <i>(Software – Keynote on iPad)</i></p> <p><u>Coding 2</u> Buttons and instructions Children start to sequence instructions that look more like a recognisable game or app. They will create a set of instructions to make objects move depending on the type of input and begin to appear to interact with other objects. They will create their own app, and begin to learn the importance of debugging a program when errors occur. <i>(Software – Espresso Coding)</i></p>