

Computing – Year 2 Overview

Year 2	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6
Term 1	<p>Computing systems and networks – IT around us</p> <p>Lesson 1:</p> <p>LO: To recognise the uses and features of information technology.</p> <p style="color: red;">KS1: NC Aims 4, 5, 6</p>	<p>Computing systems and networks – IT around us</p> <p>Lesson 2:</p> <p>LO: To identify the uses of information technology in the school.</p> <p style="color: red;">KS1: NC Aims 4, 5, 6</p>	<p>Computing systems and networks – IT around us</p> <p>Lesson 3:</p> <p>LO: To identify information technology beyond school.</p> <p style="color: red;">KS1: NC Aims 4, 5, 6</p>	<p>Computing systems and networks – IT around us</p> <p>Lesson 4:</p> <p>LO: To explain how information technology helps us.</p> <p style="color: red;">KS1: NC Aims 4, 5, 6</p>	<p>Computing systems and networks – IT around us</p> <p>Lesson 5:</p> <p>LO: To explain how to use information technology safely.</p> <p style="color: red;">KS1: NC Aims 4, 5, 6</p>	<p>Computing systems and networks – IT around us</p> <p>Lesson 6:</p> <p>LO: To recognise that choices are made when using information technology.</p> <p style="color: red;">KS1: NC Aims 4, 5, 6</p>
Term 2	<p>Creating media – Digital Photography</p> <p>Lesson 1:</p> <p>LO: To use a digital device to take a photograph.</p> <p style="color: red;">KS1: NC Aims 4, 5, 6</p>	<p>Creating media – Digital Photography</p> <p>Lesson 2:</p> <p>LO: To make choices when taking a photograph.</p> <p style="color: red;">KS1: NC Aims 4, 5, 6</p>	<p>Creating media – Digital Photography</p> <p>Lesson 3:</p> <p>LO: To describe what makes a good photograph.</p> <p style="color: red;">KS1: NC Aims 4, 5, 6</p>	<p>Creating media – Digital Photography</p> <p>Lesson 4:</p> <p>LO: To decide how photographs can be improved.</p> <p style="color: red;">KS1: NC Aims 4, 5, 6</p>	<p>Creating media – Digital Photography</p> <p>Lesson 5:</p> <p>LO: To use tools to change an image.</p> <p style="color: red;">KS1: NC Aims 4, 5, 6</p>	<p>Creating media – Digital Photography</p> <p>Lesson 6:</p> <p>LO: To recognise that photos can be changed.</p>

							KS1: NC Aims 4, 5, 6
Term 3	<p>Programming A – Robot Algorithms</p> <p>Lesson 1:</p> <p>LO: To describe a series of instructions as a sequence.</p> <p>KS1: NC Aims 1, 2, 3, 4</p>	<p>Programming A – Robot Algorithms</p> <p>Lesson 2:</p> <p>LO: To explain what happens when we change the order of instructions.</p> <p>KS1: NC Aims 1, 2, 3, 4</p>	<p>Programming A – Robot Algorithms</p> <p>Lesson 3:</p> <p>LO: To use logical reasoning to predict the outcome of a program.</p> <p>KS1: NC Aims 1, 2, 3, 4</p>	<p>Programming A – Robot Algorithms</p> <p>Lesson 4:</p> <p>LO: To explain that programming projects can have code and artwork.</p> <p>KS1: NC Aims 1, 2, 3, 4</p>	<p>Programming A – Robot Algorithms</p> <p>Lesson 5:</p> <p>LO: To design an Algorithm.</p> <p>KS1: NC Aims 1, 2, 3, 4</p>	<p>Programming A – Robot Algorithms</p> <p>Lesson 6:</p> <p>LO: To create and debug a program that I have written.</p> <p>KS1: NC Aims 1, 2, 3, 4</p>	
Term 4	<p>Data and information – Pictograms</p> <p>Lesson 1:</p> <p>LO: To recognise that we can count and compare objects using tally charts.</p> <p>KS1: NC Aims 4, 6</p>	<p>Data and information – Pictograms</p> <p>Lesson 2:</p> <p>LO: To recognise that objects can be represented as pictures.</p> <p>KS1: NC Aims 4, 6</p>	<p>Data and information – Pictograms</p> <p>Lesson 3:</p> <p>LO: To create a pictogram.</p> <p>KS1: NC Aims 4, 6</p>	<p>Data and information – Pictograms</p> <p>Lesson 4:</p> <p>LO: To select objects by attribute and make comparisons.</p> <p>KS1: NC Aims 4, 6</p>	<p>Data and information – Pictograms</p> <p>Lesson 5:</p> <p>LO: To recognise that people can be described by attributes.</p> <p>KS1: NC Aims 4, 6</p>	<p>Data and information – Pictograms</p> <p>Lesson 6:</p> <p>LO: To explain that we can present information using a computer.</p>	

						KS1: NC Aims 4, 6
Term 5	<p>Creating media – Digital Music Lesson 1: LO: To say how music can make us feel.</p> <p>KS1: NC Aims 4</p>	<p>Creating media – Digital Music Lesson 2: LO: To identify that there are patterns in music.</p> <p>KS1: NC Aims 4</p>	<p>Creating media – Digital Music Lesson 3: LO: To experiment with sound using a computer.</p> <p>KS1: NC Aims 4</p>	<p>Creating media – Digital Music Lesson 4: LO: To use a computer to create a musical pattern.</p> <p>KS1: NC Aims 4</p>	<p>Creating media – Digital Music Lesson 5: LO: To create music for a Purpose.</p> <p>KS1: NC Aims 4</p>	<p>Creating media – Digital Music Lesson 6: LO: To review and refine our computer work.</p> <p>KS1: NC Aims 4</p>
Term 6	<p>Programming B – Programming quizzes Lesson 1: LO: To explain that a sequence of commands has a start.</p> <p>KS1: NC Aims 1, 2, 3</p>	<p>Programming B – Programming quizzes Lesson 2: LO: To explain that a sequence of commands has an outcome.</p> <p>KS1: NC Aims 1, 2, 3</p>	<p>Programming B – Programming quizzes Lesson 3: LO: To create a program using a given design.</p> <p>KS1: NC Aims 1, 2, 3</p>	<p>Programming B – Programming quizzes Lesson 4: LO: To change a given design.</p> <p>KS1: NC Aims 1, 2, 3</p>	<p>Programming B – Programming quizzes Lesson 5: LO: To create a program using my own design.</p> <p>KS1: NC Aims 1, 2, 3</p>	<p>Programming B – Programming quizzes Lesson 6: LO: To decide how my project can be improved.</p> <p>KS1: NC Aims 1, 2, 3</p>