

Corpus Christi Catholic Primary
Year 2
Computing Curriculum Overview



| | Autumn 1 | Autumn 2 | Spring 1 | Spring 2 | Summer 1 | Summer 2 |
|--------------------------------------|---|--|---|---|--|---|
| Topic | Creating Media: Digital Photography | Programming A: Robot Algorithms | Computer Systems and Networks: Information Technology Around Us | Data and Information: Pictograms | Creating Media: Digital Music | Programming B: Programming Quizzes |
| Skills to Develop | <ul style="list-style-type: none"> 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. | <ul style="list-style-type: none"> Understand what algorithms are, how they are implemented as programs on digital devices, and that programs execute by following precise and unambiguous instructions Create and debug simple programs Use logical reasoning to predict the behaviour of simple programs. | <ul style="list-style-type: none"> 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. | <ul style="list-style-type: none"> Use technology purposefully to create, organise, store, manipulate and retrieve digital content 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. | <ul style="list-style-type: none"> Use technology purposefully to create, organise, store, manipulate, and retrieve digital content. | <ul style="list-style-type: none"> Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions Create and debug simple programs Use logical reasoning to predict the behaviour of simple programs Use technology purposefully to create, organise, store, manipulate and retrieve digital content. |
| Key Learning/Sticky Knowledge | <ul style="list-style-type: none"> To use a digital device to take a photograph To make choices when taking a photograph To describe what makes a good photograph To decide how photographs can be improved To use tools to change an image To recognise that photos can be changed. | <ul style="list-style-type: none"> To describe a series of instructions as a sequence To explain what happens when we change the order of instructions. To use logical reasoning to predict the outcome of a program To design an algorithm To create and debug a program that I have written. | <ul style="list-style-type: none"> To identify the uses of information technology in school To identify the uses of information technology beyond school To explain how information technology helps us To explain how to use information technology safely. | <ul style="list-style-type: none"> To recognise that we can count and compare objects using tally charts To recognise that objects can be represented as pictures To create a pictogram To select objects by attributes and make comparisons To explain that we can present information using a computer. | <ul style="list-style-type: none"> To identify that there are patterns in music To experiment with sound using a computer To use a computer to create a musical pattern To create music for a purpose To review and refine our computer work. | <ul style="list-style-type: none"> To explain that a sequence of commands has a start To explain that a sequence of commands has an outcome To create and change a program using a given design To create a program using my own design To decide how my program can be improved |

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| Key Vocabulary | Capture, Digital photograph, Portrait, Landscape, Format, Photography composition, Retake, Artificial light, Natural light, Camera focus, Effects, Edit, Adjust | Outcome, Algorithm, Execute (run) | Information technology, Device, Examples of IT- Barcode scanner, printer, tablet, chip and pin machine, card reader | Pictogram, Tally, Count, Compare, Attributes, Block diagram | Rhythm, Rhythm pattern, Pitch, Musical pattern, Sequence of notes | Green flag (Within scratch Jr.), Background, Modify, Debug |
| Links to Previous Learning | | | Y1 – Technology Around Us | | | Y1 – Programming Animations |
| Cross Curricular Links | Art - Develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form, and space Education for a Connected World - Identify that some images are not real (fake) | | Education for a Connected World - Identify rules that help keep us safe and healthy in and beyond the home when using technology | Maths - Interpret and construct simple pictograms, tally charts, block diagrams and simple tables, ask and answer questions about totalling and comparing categorical data | Music - Play tuned and untuned instruments musically, Listen with concentration and understanding to a range of high-quality live and recorded music, Experiment with, create, select, and combine sounds using the interrelated dimensions of music | |