

The ICT / Computing Curriculum- *by year group.*

Year 2

eSafety

Text and Graphics

Research & Communication

Multi-Media Authoring

Digital Creativity

Data & Programming

Learning Objectives	Key Skills	Notes
Year 2 - Text and Graphics		
<ul style="list-style-type: none"> • To continue to develop typing speed and accuracy to enable independent and efficient access to a computer. • To understand the purpose of, and begin to independently use a range of different technology. • To use technology to word process work, making a wide range of edits and using common features of word processing tools. • To store and retrieve digital content 	<ul style="list-style-type: none"> • Work on developing typing speed, aiming for a minimum speed of 13wpm by the end of the year. • Continue exposure (increasingly independently) to a range of technology, including cameras, tablets, microphones/recording devices and computers and games. • Word process work, changing the font, font size, colour and adding images and using text boxes, word art, and cut, copy and paste ensuring they can save and load their work. • Use a computer to create basic images. • To save and open content. 	<p>Typing speed refers to copying WPM, composition WPM will be slower.</p> <p>See 'tools for teaching typing' document for software and websites to use. Rankmytyping.com</p> <hr/> <p>Give choice</p> <p>Create custom ribbon in word to help children find and use more easily Button hunt game</p>

Learning Objectives	Key Skills	Notes
Year 2 - Multi-Media Authoring		
<ul style="list-style-type: none"> • To use technology to create basic presentations giving consideration to the layout of slides and combining images and sound. • To use the skills and techniques learnt to organise, reorganise and communicate ideas for a specific purpose in different contexts • Understand the importance of evaluation and adaptation to enhance the overall product. 	<ul style="list-style-type: none"> • Create basic presentations (for example using Microsoft PowerPoint) changing the layout of slides and adding images and sound. • Continue to word process a range of work in other curriculum areas, • Understand the importance of evaluation and adaptation to enhance the overall product. 	<p>Powerpoint, keynote</p> <p>Cross curricular</p>

Learning Objectives	Key Skills	Notes
Year 2 - Research and Communication		
<ul style="list-style-type: none"> • To talk about the different forms of information (text, images, sound, multimodal) and understand some are more useful than others • To understand and talk about how the information can be used to answer specific questions • To use search technologies effectively. To begin to develop key questions and find information to answer them • To recognise the layout of a web page, recognise web addresses, menu buttons and links • To understand that the internet contains a large amount of information and recognise the need to use search tools and search engines to begin to find information • To start to understand that messages can be sent electronically over distances. 	<p>Navigate within a website using hyperlinks and menu buttons to locate information.</p> <ul style="list-style-type: none"> • Begin to manipulate information using copy and paste for a specific purpose • Enter <u>given</u> text into a search engine to find specific given web sites. Begin to develop key questions about a specific topic and use information to answer those questions • Understand that web sites have a specific address e.g. www.bbc.co.uk/ Locate links to web sites from Favourites or saved hyperlinks, intranet or from other Learning Platform • Recognise that not all information is useful some information is more useful. Use basic information from the internet. • Look at the different ways that messages can be sent, letters, telephone, email, text, instant messaging etc. 	<p>Higher Order Research Skills Rapid searching and browsing, Assessing the quality and synthesizing Prioritising, ranking Switching attention between activities (multi-tasking)</p> <p>Input output</p> <p>Skill, universal points, clue hunt, the power of the .</p> <p>Higher level? Infant encyclopedia (parkfieldict)</p> <p>Mindmapping,</p>

Learning Objectives	Key Skills	Notes
Year 2 - Digital Creativity		
<ul style="list-style-type: none"> • To know they can explore sound and music in ICT using keyboards, and onscreen music software • To know they can record sound using ICT that can be stored and played back and independently using a range of tools. • To independently record video and sound using a range of tools. • To choose to take photographs for a range of different purposes. • To use the computer to create basic images. 	<ul style="list-style-type: none"> • Use a computer to compose and record basic rhythms. • Independently record sounds using a range of different tools. • Record video for a range of purposes. • Continue to take photographs for a range of different purposes, developing independence. • Create artwork using a variety of applications. 	<p>Images- paint and http://canvastic.net, and http://pencilmadness.com/pencil_madness</p> <p style="text-align: center;">← Ongoing in cross curricular</p> <p style="text-align: center;">←</p> <p style="text-align: center;">←</p> <p>Ongoing/repitition</p>

Learning Objectives	Key Skills	Notes
Year 2 - Data and Programing		
<ul style="list-style-type: none"> • To use technology to create graphs and amend created graphs. • To begin to create their own branching databases using ICT, identifying objects and questions to classify data. • To continue to develop their understanding of how a computer processes instructions and commands. • To understand that devices or on screen turtles are controlled by sequences of instructions or actions, and that these can be inputted using icons or by text. • To create, edit and refine sequences of instructions for a variety of programmable devices. • To use a range of basic simulations to represent real life situations and explore the effects of changing variable and the benefits of using the simulations. 	<ul style="list-style-type: none"> • Use technology to create graphs and pictograms, adding labels and amending the charts as appropriate. • Begin to create their own branching database using ICT, identifying objects using yes or no questions. • Further develop their understanding of computational thinking. • Continue to explore floor turtles, combining sequences of instructions to follow a pattern or create a shape. Predict outcomes. • Explore an on screen turtle navigate it around a course or grid and/or draw shapes by inputting /editing a sequence of instructions. • Enter information into a basic computer simulation and explore the effects of changing the variables in simulations and discuss the benefits of using these simulations. • Discuss their use of simulations and compare with reality 	<p><i>(e.g. Beebot iPad app, Turtle in textease, various on-line apps)</i></p> <p>Flow chart, 2investigate</p> <p>Continued use of coding programme, recap verbal commands</p> <p>Bee/pro bot</p> <p>Bee bot/cargo bot apps</p> <p>Whitchurch primary simulations</p>

Learning Objectives	Key Skills	Notes
Year 2 - eSafety		
<ul style="list-style-type: none"> • To understand that email can be used to send messages electronically and people can reply to emails • To use technology safely and responsibly, recognising acceptable / unacceptable behaviour. Understanding the term 'digital footprint'. • To understand the importance of keeping personal data private including passwords. 	<ul style="list-style-type: none"> • Discuss passwords that are easy to remember but difficult to guess. • Continue to contribute ideas to a class or group email / blog and together respond to messages- this can be to real life of 'fictitious' characters. 	<p>See http://www.thinkuknow.co.uk/5_7/ Watch Lee and Kim's Adventures – Animal Magic</p> <p>Watch the 'Hector's World' cartoons.</p> <p>Complex CAPS lower number symbol</p>