

Year 2 - Computing systems and networks

Computer Science - Networks

Lesson	Objective
1	I can identify examples of computers
	I can describe some uses of computers
	I can identify that a computer is a part of information technology
2	I can explain the purpose of information technology in the home
	I can open a file
	I can move and resize images
3	I can find examples of information technology
	I can talk about uses of information technology
	I can compare types of information technology
4	I can demonstrate how information technology is used in a shop
	I can recognise that information technology can be connected
	I can explain how information technology helps people
5	I can list different uses of information technology
	I can recognise how to use information technology responsibly
	I can say how those rules/guides can help me
6	I can identify the choices that I make when using information technology
	I can explain simple guidance for using information technology in different environments and settings
	I can enjoy a variety of activities

Year 2 - Digital photography

Information Technology and Digital Literacy - Media

Lesson	Objective
1	I can sort devices into old and new
	I can talk about how to take a photograph
	I can capture digital photos and talk about my experience
2	I can explain the process of taking a good photograph
	I can take photos in both landscape and portrait format
	I can explain why a photo looks better in portrait or landscape format
3	I can identify what is wrong with a photograph
	I can discuss how to take a good photograph
	I can improve a photograph by retaking it
4	I can explore the effect that light has on a photo
	I can experiment with different light sources
	I can focus on an object
5	I can recognise that images can be changed
	I can use a tool to achieve a desired effect
	I can explain my choices
6	I can apply a range of photography skills to capture a photo
	I can recognise which images have been changed
	I can identify which images are real and which have been changed

Year 2 - Making music

Information Technology and Digital Literacy - Media

Lesson	Objective
1	I can identify simple differences in pieces of music
	I can listen with concentration to a range of music (links to the Music curriculum)
	I can describe how music makes me feel, e.g. happy or sad
2	I can create a rhythm pattern
	I can play an instrument following a rhythm pattern
	I can explain that music is created and played by humans
3	I can connect images with sounds
	I can use a computer to experiment with pitch and duration
	I can relate an idea to a piece of music
4	I can identify that music is a sequence of notes
	I can use a computer to create a musical pattern using three notes
	I can refine my musical pattern on a computer
5	I can describe an animal using sounds
	I can explain my choices
	I can save my work
6	I can reopen my work
	I can explain how I made my work better
	I can listen to music and describe how it makes me feel

Year 2 - Pictograms

Information Technology - Data and Information

Lesson	Objective
1	I can record data in a tally chart
	I can represent a tally count as a total
	I can compare totals in a tally chart
2	I can enter data onto a computer
	I can use a computer to view data in a different format
	I can use pictograms to answer simple questions about objects
3	I can organise data in a tally chart
	I can use a tally chart to create a pictogram
	I can explain what the pictogram shows
4	I can tally objects using a common attribute
	I can create a pictogram to arrange objects by an attribute
	I can answer 'more than'/'less than' and 'most/least' questions about an attribute
5	I can choose a suitable attribute to compare people
	I can collect the data I need
	I can create a pictogram and draw conclusions from it
6	I can use a computer program to present information in different ways
	I can share what I have found out using a computer
	I can give simple examples of why information should not be shared

Year 2 - Robot algorithms

Computer Science - Programming

Lesson	Objective
1	I can follow instructions given by someone else
	I can choose a series of words that can be enacted as a sequence
	I can give clear and unambiguous instructions
2	I can create different algorithms for a range of sequences (using the same commands)
	I can use an algorithm to program a sequence on a floor robot
	I can show the difference in outcomes between two sequences that consist of the same commands
3	I can follow a sequence
	I can predict the outcome of a sequence
	I can compare my prediction to the program outcome
4	I can explain the choices I made for my mat design
	I can identify different routes around my mat
	I can test my mat to make sure that it is usable
5	I can explain what my algorithm should achieve
	I can create an algorithm to meet my goal
	I can use my algorithm to create a program
6	I can plan algorithms for different parts of a task
	I can test and debug each part of the program
	I can put together the different parts of my program

Year 2 - An introduction to quizzes

Computer Science - Programming

Lesson	Objective
1	I can identify the start of a sequence
	I can identify that a program needs to be started
	I can show how to run my program
2	I can predict the outcome of a sequence of commands
	I can match two sequences with the same outcome
	I can change the outcome of a sequence of commands
3	I can tell the actions of a sprite in an algorithm
	I can decide which blocks to use to meet the design
	I can build the sequences of blocks I need
4	I can choose backgrounds for the design
	I can choose characters for the design
	I can create a program based on the new design
5	I can choose the images for my own design
	I can create an algorithm
	I can build sequences of blocks to match my design
6	I can compare my project to my design
	I can improve my project by adding features
	I can debug