Copplestone Computing Curriculum
Year 2

Overview and Small Steps					
Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Computing systems and networks- IT around us (*IT and DL)* 1. To recognize the uses and features of information technology 2. To identify the uses of technology in the school 3. To identify information technology beyond school 4. To explain how to use information technology safely 5. To recognize that choices are made when using information technology	Creating media – Digital photography (*IT and DL)* 1. To make a digital device take a photograph 2. To make choices when taking a photograph 3. To describe what makes a good photograph 4. To decide how photographs can be improved 5. To use tools to change an image 6. To recognize that photos can be changed	Programming A – Robot algorithms (*CS and DL)* 1. To describe a series of instructions as a sequence 2. To explain what happens when we change the order of instructions 3. To use logical reasoning to predict the outcome of a program 4. To explain that programming projects can have code and artwork 5. To design an algorithm 6. To create and debug a program that I have written	Data and Information – Pictograms (*IT and DL)* 1. To recognise that we can count and compare objects using tally charts 2. To recognise that objects can be represented as pictures 3. To create a pictogram 4. To select objects by attribute and make comparisons 5. To recognise that people can be described by attributes 6. To explain that we can present information using a computer	Creating media – Digital Music (*IT)* 1. To say how music can make us feel 2. To identify that there are patterns in music 3. To experiment with sound using a computer 4. To use a computer to create a musical pattern 5. To create music for a purpose 6. To review and refine our computer work	Programming B – Programming quizzes (*CS and IT)* 1. To explain that a sequence of commands has a start 2. To explain that a sequence of commands has an outcome 3. To create a program using a given design 4. To change a given design 5. To create a program using my own design 6. To decide how my project can be improved
https://teachcomputing.org/curriculum/key-stage-1/computing-systems-and-networks-it-around-us	https://teachcomputing.org/curriculum/key-stage-1/creating-media-digital-photography	https://teachcomputing.org/curriculum/key-stage-1/programming-a-robot-algorithms	https://teachcomputing.org/curriculum/key-stage-1/data-and-information-pictograms	https://teachcomputing.org/curriculum/key-stage-1/creating-media-making-music	https://teachcomputing.org/curriculum/key-stage-1/programming-b-an-introduction-to-quizzes

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National Curriculum links

Computer Science (CS) – foundation understanding – How computers and computer systems work and how they are designed and programmed.

Information Technology (IT) – using their understanding, applying- The purposeful use of existing programs to develop products and solutions.

Digital Literacy (DL) – implications- The skills, knowledge and understanding needed in order to participate fully and safely.

Computational Thinking – threaded throughout computer science, information technology and digital literacy.

Vocabulary For Year Group

Red is new vocabulary for year group.

Algorithm - A precise set of ordered steps that can be followed by a human or a computer to achieve a task.

Attribute – A word or a phrase that can be used to describe an object such as its colour, size, or price.

Code - The commands that a computer can run.

Code snippet – A section of a program viewed in isolation.

Command - A single instruction that can be used in a program to control a computer.

Computer - A programmable machine that accepts and processes inputs and produces outputs (input, process, output; IPO).

Data - A letter, word, number etc. that has been collected for a purpose, but stored without context.

Debugging - The process of finding and correcting errors in a program

Information - Data put into a context that provides meaning

Object - Something that can be named and has other attributes (properties), which can be labelled.

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Program - A set of ordered commands that can be run by a computer to complete a task.

Property (attribute) - A word or a phrase that can be used to describe an object such as its colour, size, or price.

Run (execute) – To action the commands in a program.

Technology - The use of scientific knowledge for practical purposes.