

## Computing Sequence of Learning Year 2

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 2	Topic - Computer Science: Programming concepts and controlling hardware	Topic – Information Technology: Knowledge & Understanding	Topic - Computer Science: Programming concepts and controlling hardware	Topic – Information Technology: Knowledge & Understanding	Topic – Information Technology: Knowledge & Understanding	Topic – Information Technology: Knowledge & Understanding
	Programming Concepts: Click and go: Scratch junior	IT Around us: Computer systems and networks	Controlling Hardware: Robot algorithms	Digital Design: Making music	Digital Design: Digital photography	Data & Information: Pictograms
	<p>L1 – to create characters that race each other at different speeds.</p> <p>L2 – to create an animated scene with characters that talk to each other using speech bubbles.</p> <p>L3 – to create an animated scene with speech bubbles and debug code.</p>	<p>L1 – to recognise the uses and features of information technology.</p> <p>L2 – to identify the uses of information technology in the school.</p> <p>L3 – to identify information technology beyond school.</p> <p>L4 – to explain how information technology helps us.</p> <p>L5 – to explain how to use information technology safely.</p> <p>L6 – to recognise that choices are made when using information technology.</p>	<p>L1 – to describe a series of instructions as a sequence.</p> <p>L2 – to explain what happens when we change the order of instructions.</p> <p>L3 – to use logical reasoning to predict the outcome of a program.</p> <p>L4 – to explain that programming projects can have code and artwork.</p> <p>L5 – to design an algorithm.</p> <p>L6 – to create and debug a program that I have written.</p>	<p>L1 – to say how music can make us feel.</p> <p>L2 – to identify that there are patterns in music.</p> <p>L3 – to experiment with sound using a computer.</p> <p>L4 – to use a computer to create a musical pattern.</p> <p>L5 – to create music for a purpose.</p> <p>L6 – to review and refine our computer work.</p>	<p>L1 – to use a digital device to take a photograph.</p> <p>L2 – to make choices when taking a photograph.</p> <p>L3 – to describe what makes a good photograph.</p> <p>L4 – to decide how photographs can be improved.</p> <p>L5 – to use tools to change an image.</p> <p>L6 – to recognise that photos can be changed.</p>	<p>L1 – to recognise that we can count and compare objects using tally charts.</p> <p>L2 – to recognise that objects can be represented as pictures.</p> <p>L3 – to create a pictogram.</p> <p>L4 – to select attributes and make comparisons.</p> <p>L5 – to recognise that people can be described by attributes.</p> <p>L6 – to explain that we can present information using a computer.</p>