Computing – Long Term Plan (Y2)

Term	Mr. P ICT – DARES Project Link/Project Evolve E-safety	Skills/Knowledge cover from Mr. P ICT/Project Evolve E-safety	KS1 National Curriculum Coverage (1.1-1.6)
Autumn 1		Lesson 1 = Knowledge Map; assess understanding and plan lessons. To be added to teams folder: Year group knowledge map Lesson 2 – 6 = Lesson plans from the knowledge map *Subject lead to check lesson plans/curriculum coverage	1.5 – recognise common uses of information technology beyond school 1.6 – use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about material on the internet or other online technologies
Autumn 2	Animation – Stop motion animation	**Animation** Previously taught in Year 1, Aut 2 • I can create a simple stop motion animation • I can explain how an animation/flip book works **Computation Thinking** • I can write algorithms for everyday tasks • I understand decomposition is breaking objects/processes down • I can debug algorithms	1.1 - understand what algorithms are, how they are implemented as programs on digital devices, and that programs execute by following precise and unambiguous instructions 1.2 - create and debug simple programs 1.3 - use logical reasoning to predict the behaviour of simple programs 1.4 – use technology purposefully to create, organise, store, manipulate and retrieve digital content
Spring 1	Data Handling – Venn Diagrams	**Word Processing** • I can use the space bar only once between words and use touch to navigate to words letter to edit • I can copy and paste images and text	1.4 - understand what algorithms are, how they are implemented as programs on digital devices, and that programs

		- Use caps locks for capital letters - I can add images alongside text in a word processed document **Data Handling** - I can sort digital objects into a range of charts such as Venn diagrams, carroll diagrams and bar charts using different apps and software - I can orally record myself explaining what the data shows me	execute by following precise and unambiguous instructions
Spring 2	Video Creation – Masking tool story time	**Video Creation** - I can use tools to add effects to a video - I can begin to use green screen techniques with support	1.4 – use technology purposefully to create, organise, store, manipulate and retrieve digital content
Summer 1	Programming – Bee Bot App	**Computational Thinking** - I can use logical reasoning to predict the outcome of algorithms - I can implement simple algorithms on digital devices (Bee Bots, Apps: Daisy the Dino) - I can debug algorithms **Coding and Programming** - I understand programs execute by following precise and unambiguous instructions - I can create programs on a variety of digital devices - I can debug programs of increasing complexity	1.1- understand what algorithms are, how they are implemented as programs on digital devices, and that programs execute by following precise and unambiguous instructions 1.2- create and debug simple programs 1.3 - use logical reasoning to predict the behaviour of simple programs

| Summer 2 | Lesson 1 – 6 = Lesson plans from the knowledge map

*Subject lead to check lesson plans/curriculum coverage | 1.5 – recognise common uses of information technology beyond school

1.6 – use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about material on the internet or other online technologies |
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