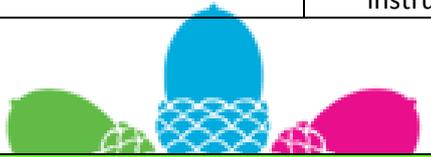


Year 2 – Computing curriculum

Computer Science		
Coding		
Learning Objectives	Key Skills	Outcome
<ul style="list-style-type: none"> To develop their understanding of how computer and technology works. To create, edit and sequences of instructions To use a computer to create simple programs. To use aspects of computational thinking to complete a goal. 	<ul style="list-style-type: none"> Create sequences of instructions Recognise patterns in code Use software to create basic programs. Debug simple programs by using logical reasoning to predict the actions instructed by the code. Understand that programs execute by following precise and unambiguous instruction. 	<ul style="list-style-type: none"> Use repetition in logo to create algorithms. Create simple programs in scratch 2 with a clear goal. Can debug basic code Predict the behaviour of programs



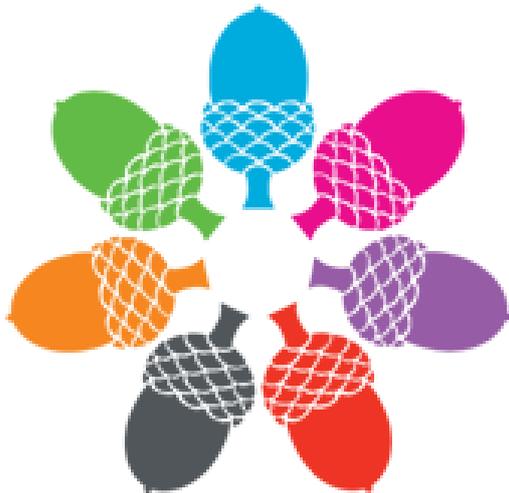
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Information technology		
Using the internet		
Learning Objectives	Key Skills	Outcome
<ul style="list-style-type: none"> To talk about the different forms of information (text, images, sound, multimodal) and understand some are more useful than others Recognise the common uses of information technology beyond school 	<ul style="list-style-type: none"> Use web based resources to find answers to questions Begin to navigate within a website using hyperlinks and menu buttons to locate information Use basic information from the internet. 	<ul style="list-style-type: none"> Search the internet Save an image Use the navigation buttons correctly
Creating manipulating and publishing		
<ul style="list-style-type: none"> Use a combination of software Use technology purposefully to create digital content Compare the benefits of using different programs for a specific task. 	<ul style="list-style-type: none"> Use office applications to create range of work. Understand that different applications are more suited for certain tasks. Combine software (Import from the internet, edit images and text) 	<ul style="list-style-type: none"> Create a card using Purple Mash. Create an animation using a Purple Mash.

Digital Literacy

E-safety and Acceptable use

Learning Objectives	Key Skills	Outcome
<ul style="list-style-type: none">• Develop awareness of relevant e-Safety issues and understand that personal information is unique to them.• Identify characteristics of people who are worthy of their trust• Use technology safely and keep personal	<ul style="list-style-type: none">• Develop awareness of relevant e-Safety issues, such as cyber bullying.• Understand what personal information should be kept private.	<ul style="list-style-type: none">• Children understand how to keep personal information safe and who to report concerns to.



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