

Year 2		Computing		Provision Audit across the Year/Key Stage
Autumn		Spring	Summer	Computing
<p><b>Autumn 1</b></p> <p>To describe carefully what happens in computer games To use logical reasoning to make predictions of what a program will do Can I use logical reasoning to make predictions? Can I test my predictions? Think critically about computer games and their use</p> <ul style="list-style-type: none"> <li>To use logical reasoning</li> </ul> <p><b>Autumn 2</b></p> <p>To describe carefully what happens in computer games To use logical reasoning to make predictions of what a program will do Can I use logical reasoning to make predictions? Can I test my predictions? Think critically about computer games and their use</p> <ul style="list-style-type: none"> <li>To use logical reasoning</li> <li>To use logical reasoning to predict the behaviour of simple programmes</li> </ul>	<p><b>Spring 1</b></p> <p>1-Finding images of Antarctica. Searching for images online. 2- Taking photos using Ipad. Learning about the camera. 3- Uploading photos from Ipad. Saving photos to a computer. 4-5 Exploring Picasa. Editing photos. 6- Create a shared portfolio. Explaining photo choices.</p> <ul style="list-style-type: none"> <li>Use technology purposefully to create, organise, store, manipulate and retrieve digital content</li> </ul> <p><b>Spring 2</b></p> <p>Creating topic questions. Getting to grips with Google custom search. Searching safely using Google. Getting to grips with Wikipedia. Getting to grips with Powerpoint</p> <ul style="list-style-type: none"> <li>Use technology purposefully to create, organise, store, manipulate and retrieve digital content</li> <li>Recognise common uses of information technology beyond school</li> <li>Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies</li> </ul>	<p><b>Summer 1</b></p> <p><b>Email/ attachments and e-safety</b></p> <ul style="list-style-type: none"> <li>Use technology purposefully to create, organise, store, manipulate and retrieve digital content</li> <li>Recognise common uses of information technology beyond school</li> <li>Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies</li> </ul> <p><b>Summer 2</b></p> <p><b>Collecting data about bugs</b></p> <ul style="list-style-type: none"> <li>Use technology purposefully to create, organise, store, manipulate and retrieve digital content</li> </ul>	<p><b>Purpose of study</b></p> <p>A high-quality computing education equips pupils to use computational thinking and creativity to understand and change the world. Computing has deep links with mathematics, science and design and technology, and provides insights into both natural and artificial systems. The core of computing is computer science, in which pupils are taught the principles of information and computation, how digital systems work and how to put this knowledge to use through programming. Building on this knowledge and understanding, pupils are equipped to use information technology to create programs, systems and a range of content. Computing also ensures that pupils become digitally literate – able to use, and express themselves and develop their ideas through, information and communication technology – at a level suitable for the future workplace and as active participants in a digital world.</p> <p><b>Aims</b></p> <p>The national curriculum for computing aims to ensure that all pupils:</p> <ul style="list-style-type: none"> <li>can understand and apply the fundamental principles and concepts of computer science, including abstraction, logic, algorithms and data representation</li> <li>can analyse problems in computational terms, and have repeated practical experience of writing computer programs in order to solve such problems</li> <li>can evaluate and apply information technology, including new or unfamiliar technologies, analytically to solve problems</li> <li>are responsible, competent, confident and creative users of information and communication technology</li> </ul> <p><b>KS1</b></p> <p>Pupils should be taught to:</p> <ul style="list-style-type: none"> <li>Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions</li> <li>Create and debug simple programs</li> <li>Use logical reasoning to predict the behaviour of simple programs</li> <li>Use technology purposefully to create, organise, store, manipulate and retrieve digital content</li> <li>Recognise common uses of information technology beyond school</li> <li>Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies</li> </ul>	

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