

Computing

Year 2 - Topic: The Internet



End Points:

- To understand how the internet, the World Wide Web and a browser work together.
- To understand the different types of hardware used to access the internet and their functions.
- To understand the difference between a website and a webpage and use a school website to find information.
- To understand the difference between a browser and a search engine, and to practise searching for information safely.

Key vocabulary:

Browser	Smart Device
Home Page	Webpage
Internet	Wi-Fi
Search Engine	World Wide Web
Website	

Computing

Year 2 - Topic: Making Music



End Points:

- To explore, edit and combine sounds using 2Sequence.
- To improve a tune and make music based around a feeling.
- To compose background music for a video.

Key vocabulary:

Background Music	Digital Music
Sound Effect (SFX)	BPM (Beats per Minute)
Looping	Tune
Compose	Volume

Computing

Year 2 - Topic: Coding



End Points:

- To create a computer program using an algorithm.
- To understand ways that the collision detection event can be used in a program.
- To design a program that follows a timed sequence.
- To understand that different objects have different attributes (properties).
- To understand the function of button objects in a program.
- To understand the importance of testing and debugging.

Key vocabulary:

algorithm	debug/debugging
program	object
output	event
Action	when clicked

Computing

Year 2 - Topic: Creating Pictures



End Points:

- To create a digital art piece in an Impressionist style.
- To create a digital art piece in a Pointillism style.
- To create a digital art piece that is in the style of Piet Mondrian's work.
- To create digital art patterns in the style of the Arts and Crafts movement.
- To create a portfolio of digital art.

Key vocabulary:

outline	import
resize	image picker
impressionism	pointillism
digital portfolio	repeating pattern
fill tool	palette

Computing

Year 2 - Topic: Programming – Robot Algorithms



End Points:

- To describe a series of instructions as a sequence.
- To explain what happens when we change the order of instructions.
- To use logical reasoning to predict the outcome of a program.
- To explain that programming projects can have code and artwork.
- To design an algorithm.
- To create and debug a program that I have written.

Key vocabulary:

Instruction	Sequence
Unambiguous	Algorithm
Program	Order
Prediction	Route
Debugging	Decomposition

Computing

Year 2 - Topic: Spreadsheets



End Points:

- To understand what a spreadsheet is and how to navigate one using 2Calculate.
- To edit and improve a spreadsheet so that information is organised clearly and displayed correctly.
- To explore how spreadsheets can complete calculations automatically.
- To explore the range of tools available in 2Calculate and understand how they can change the way data is used.
- To create and interpret block diagrams from data.
- To use our learning about spreadsheets to help us complete a project.

Key vocabulary:

axis/axes	cell
column	row
value	spreadsheet