

The Year 2 Learner will cover the following units:

	UNIT SUMMARY	LEARNING EXPECTATIONS	THIS UNIT MEETS THESE OBJECTIVES FROM THE NATIONAL CURRICULUM:
Year 2	<p>Programming on-screen</p> <p>In this unit, the children will build on work from <i>Unit 1.1 – We are treasure hunters</i> to program a sprite (such as a spaceship) to move around the screen. This unit acts as a springboard for programming in Year 3.</p>	<p><i>This unit will enable the children to:</i></p> <ul style="list-style-type: none"> • have a clear understanding of algorithms as sequences of instructions • convert simple algorithms to programs predict what a simple program will do • spot and fix (debug) errors in their programs. 	<ul style="list-style-type: none"> • Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions. • Create and debug simple programs. • Use logical reasoning to predict the behaviour of simple programs.
Year 2	<p>Taking better photos</p> <p>In this unit, the children review photos online, practise using a digital camera, take photos to fit a given theme, edit their photos, and then select their best images to include in a shared portfolio.</p>	<p><i>This unit will enable the children to:</i></p> <ul style="list-style-type: none"> • consider the technical and artistic merits of photographs • use a digital camera or camera app take digital photographs • review and reject or pick the images they take edit and enhance their photographs • select their best images to include in a shared portfolio. 	<ul style="list-style-type: none"> • Use technology purposefully to create, organise, store, manipulate and retrieve digital content. • Recognise common uses of information technology beyond school. • 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.
Year 2	<p>Researching a topic</p> <p>The children research a topic – safely, effectively and efficiently – using a structured approach (mind mapping). They share their findings with others through a short multimedia presentation.</p>	<p><i>This unit will enable the children to:</i></p> <ul style="list-style-type: none"> • develop collaboration skills through working as part of a group • develop research skills through searching for information on the internet • improve note-taking skills through the use of mind mapping • develop presentation skills through creating and delivering a short multimedia presentation. 	<ul style="list-style-type: none"> • Use technology purposefully to create, organise, store, manipulate and retrieve digital content. • Recognise common uses of information technology beyond school. • 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.
Year 2	<p>Collecting data</p> <p>In this unit, the children go on a bug hunt, recording and identifying the small animals they find. They then organise the data they have collected, record it using a graphing package, and interpret the graph to answer questions about the animals.</p>	<p><i>This unit will enable the children to:</i></p> <ul style="list-style-type: none"> • sort and classify a group of items by answering questions • collect data using tick charts or tally charts use simple charting software to produce pictograms and other basic charts • take, edit and enhance photographs record information on a digital map. 	<ul style="list-style-type: none"> • Use technology purposefully to create, organise, store, manipulate and retrieve digital content. • Recognise common uses of information technology beyond school. • 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.

Alongside these units, children in Year 2 will be taught about online safety at an age appropriate level, and given many opportunities to develop what we call their core computing skills (for example, logging in, saving and retrieving work, creating different types of files, typing) that allow them to become competent and literate users of technology.

