Year 2 Autumn Term - Text and Graphics

Quick summary

Children will begin to learn how to use a range of keyboard and mouse skills. They will learn how to format text, images and shapes. Children will use the Internet to find and save images and create QR codes.

Vocabulary

Log on and off	Caps lock
Search	Shift
Space bar	Format
Save	Import
Enter	Images
Delete	Text

Software

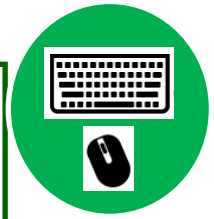
Microsoft Word.

Log on and off.

Open and close programs.

Hardware

Develop mouse and keyboard skills.



Keyboard/ mouse skills

Mouse skills including use of right hand button.

Hand eye coordination.

Keyboard skills including caps lock, space bar, enter, delete, full stops and shift buttons.

Log on and off.

Online Safety

Use technology safely and respectfully.

Self Image and Identity.

Online Relationships.

Online Reputation.

Online Bullying.

Internet

Search Engines.

Create and use QR Codes.

Search and save photos linked to chosen topic/word.

Create and import QR codes.

Digital Content

Format text (font, size colour, position).

Use Word Art.

Import and resize images and shape.

Format images and shape (fill, lines, size etc.).

Year 2 Spring Term - Media Project

Quick summary

Children will take, analyse and save photographs. These will then be edited and used alongside text and audio to create a movie.

Vocabulary

Photograph	Text
Image	Audio
Edit	
Analyse	
Import	
Movie	

Software

Photostory (image, audio & text).

Hardware

Take and analyse photographs using a digital camera or iPad.

Online Safety

Managing Online Information.

Health, Wellbeing and Lifestyle.

Identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.

Internet

Access and analyse examples of media movies linked to chosen topic of Media Project.

Digital Content

Capture, open, save and manipulate still images.

Merge images, text and audio.

Import images.

Save in different format.

Rotate images.

Evaluate and Problem Solve

Evaluate own photographs, online content and edited images and communicate this with others.

Make any changes identified to improve final product.

Solve problems that arise through the use of technology.

Year 2 Summer Term - Coding

Quick summary

Children will use a range of technology to code a program using objects, actions, events and outputs. They will create and debug simple programs using coding instructions.

*Refer to Purple Mash Progressions in Computing Curriculum folder.

Vocabulary

Algorithm	Event
Program	Collision detection
Command	Timer
Repeat	Debug
Input	
Output	

Software

2code (Purple mash) Chimp

Hardware

iPad – Beebot pyramid app

Beebot/Probot

Online Safety

Privacy and Security.

Copyright and Ownership.

Create and debug

Create and debug simple programs.

Understand what algorithms (sequence of instructions) are, how they are implemented as programs on digital devices and that programs execute by following precise and unambiguous instructions.

Evaluate and Problem Solve

Create a clear algorithm that creates a specific outcome.

Discuss any problem solving throughout their process and explain their actions.

Logical Thinking and Creativity

Create a computer program using new vocabulary and different objects.

Make predictions of what objects may do

Plan and use algorithms successfully to achieve an end result.