



YEAR 2

1. COMPUTING SYSTEMS AND NETWORKS – IT around us
2. CREATING MEDIA – Digital photography
3. PROGRAMMING A – Robot algorithms
4. DATA AND INFORMATION – Pictograms
5. CREATING MEDIA – Digital music
6. PROGRAMMING B - Programming quizzes

YEAR	STRAND	LESSON	PURPOSE	OUTCOMES
1	<p>COMPUTING SYSTEMS AND NETWORKS</p> <p>IT AROUND US</p>	1	Recognise the uses and features of information technology UNPLUGGED	Describe some uses of computers Identify examples of computers Identify that a computer is a part of IT
1		2	Identify the uses of information technology in the school UNPLUGGED	Identify examples of IT Identify that some IT can be used in more than one way Sort school IT by what it's used for
1		3	Identify information technology beyond school UNPLUGGED	Find examples of information technology Sort IT by where it is found Talk about uses of information technology
1		4	Explain how information technology helps us UNPLUGGED	Demonstrate how IT devices work together Recognise common types of technology Say why we use IT
1		5	Explain how to use information technology safely UNPLUGGED	List different uses of information technology Say how rules can help keep me safe Talk about different rules for using IT
1		6	Recognise that choices are made when using information technology UNPLUGGED	Explain the need to use IT in different ways Identify the choices that I make when using IT Use IT for different types of activities

YEAR	STRAND	LESSON	PURPOSE	OUTCOMES
1	<p>CREATING MEDIA</p> <p>DIGITAL PHOTOGRAPHY</p>	1	Use a digital device to take a photograph UNPLUGGED	Explain what I did to capture a digital photo Recognise what devices can be used to take photographs Talk about how to take a photograph
1		2	Make choices when taking a photograph DIGITAL CAMERA/iPad	Explain the process of taking a good photograph Explain why a photo looks better in portrait or landscape format Take photos in both landscape and portrait format
1		3	Describe what makes a good photograph DIGITAL CAMERA/iPad	Discuss how to take a good photograph Identify what is wrong with a photograph Improve a photograph by retaking it
1		4	Decide how photographs can be improved DIGITAL CAMERA/iPad	Experiment with different light sources Explain why a picture may be unclear Explore the effect that light has on a photo
1		5	Use tools to change an image DIGITAL CAMERA/iPad	Explain my choices Recognise that images can be changed Use a tool to achieve a desired effect
1		6	Recognise that photos can be changed DIGITAL CAMERA/iPad	Apply a range of photography skills to capture a photo Identify which photos are real and which have been changed Recognise which photos have been changed

YEAR	STRAND	LESSON	PURPOSE	OUTCOMES
1	PROGRAMMING A ROBOT ALGORITHMS	1	Describe a series of instructions as a sequence UNPLUGGED	Choose a series of words that can be enacted as a sequence Follow instructions given by someone else Give clear instructions
1		2	Explain what happens when we change the order of instructions BEEBOT/BLUE BOT/OLLIE (SPHERO)	Compare outcomes between sequences that contain the same commands Use an algorithm to program a sequence on a floor robot Use the same instructions to create different algorithms
1		3	Use logical reasoning to predict the outcome of a program BEEBOT/BLUE BOT/OLLIE (SPHERO)	Compare my prediction to the program outcome Follow a sequence Predict the outcome of a sequence
1		4	Explain that programming projects can have code and artwork BEEBOT/BLUE BOT/OLLIE (SPHERO)	Explain the choices I made for my mat design Identify different routes around my mat Test my mat to make sure that it is usable
1		5	Design an algorithm BEEBOT/BLUE BOT/OLLIE (SPHERO)	Create an algorithm to meet my goal Explain what my algorithm should achieve Use my algorithm to create a program
1		6	Create and debug a program that I have written BEEBOT/BLUE BOT/OLLIE (SPHERO)	Plan algorithms for different parts of a task Put together the different parts of my program Test and debug each part of the program

YEAR	STRAND	LESSON	PURPOSE	OUTCOMES
1	DATA AND INFORMATION PICTOGRAMS	1	Recognise that we can count and compare objects using tally charts UNPLUGGED	Compare totals in a tally chart Record data in a tally chart Represent a tally count as a total
1		2	Recognise that objects can be represented as pictures J2DATA PICTOGRAM	Enter data onto a computer Use a computer to view data in a different format Use pictograms to answer simple questions about objects
1		3	Create a pictogram J2DATA PICTOGRAM	Explain what the pictogram shows Organise data in a tally chart Use a tally chart to create a pictogram
1		4	Select objects by attribute and make comparisons J2DATA PICTOGRAM	Answer 'more than'/'less than' and 'most/least' questions about an attribute Create a pictogram to arrange objects by an attribute Tally objects using a common attribute
1		5	Recognise that people can be described by attributes J2DATA PICTOGRAM	Choose a suitable attribute to compare people Collect the data I need Create a pictogram and draw conclusions from it
1		6	Explain that we can present information using a computer J2DATA PICTOGRAM	Give simple examples of why information should not be shared Share what I have found out using a computer Use a computer program to present information in different ways

YEAR	STRAND	LESSON	PURPOSE	OUTCOMES
1	<p>CREATING MEDIA</p> <p>DIGITAL MUSIC</p>	1	Say how music can make us feel UNPLUGGED	Describe music using adjectives Identify simple differences in pieces of music Say what I do and don't like about a piece of music
1		2	Identify that there are patterns in music UNPLUGGED	Create a rhythm pattern Explain that music is created and played by humans Play an instrument following a rhythm pattern
1		3	Experiment with sound using a computer CHROME MUSIC LAB	Connect images with sounds Relate an idea to a piece of music Use a computer to experiment with pitch
1		4	Use a computer to create a musical pattern CHROME MUSIC LAB	Explain how my music can be played in different ways Identify that music is a sequence of notes Refine my musical pattern on a computer
1		5	Create music for a purpose CHROME MUSIC LAB	Add a sequence of notes to my rhythm Create a rhythm which represents an animal I've chosen Create my animal's rhythm on a computer
1		6	Review and refine our computer work UNPLUGGED	Explain how I changed my work Listen to music and describe how it makes me feel Review my work

YEAR	STRAND	LESSON	PURPOSE	OUTCOMES
1	<p>PROGRAMMING B</p> <p>PROGRAMMING QUIZZES</p>	1	Explain that a sequence of commands has a start SCRATCH JR	Identify that a program needs to be started Identify the start of a sequence Show how to run my program
1		2	Explain that a sequence of commands has an outcome SCRATCH JR	Change the outcome of a sequence of commands Match two sequences with the same outcome Predict the outcome of a sequence of commands
1		3	Create a program using a given design SCRATCH JR	Build the sequences of blocks I need Decide which blocks to use to meet the design Work out the actions of a sprite in an algorithm
1		4	Change a given design SCRATCH JR	Choose backgrounds for the design Choose characters for the design Create a program based on the new design
1		5	Create a program using my own design SCRATCH JR	Build sequences of blocks to match my design Choose the images for my own design Create an algorithm
1		6	Decide how my project can be improved SCRATCH JR	Compare my project to my design Debug my program Improve my project by adding features