COATHAM CE PRIMARY SCHOOL **Year 2 LONG-TERM PLAN**

Y2 SUBJECT Computing						
Half-Term	Aut1 Route Explorers The Internet	Aut2 Creating pictures	Spr1 Spreadsheets	Spr2 Questioning	Summ1 Coding	Summ2 Presenting ideas Making music
Statement of Intent	Children can use algorithms to manipulate a character on screen. To understand the fundamentals of the internet, how to use it, how to access it and how to use it safely and effectively. Microsoft word – Bonfire night poems	Children to explore digital art tools and how they can be used to replicate art in the style if professional artists. Microsoft PowerPoint – Poster	To understand the fundamentals of spreadsheets and how to enter, organise and manage data in rows and columns. Children can format and present information clearly. Microsoft PowerPoint – Poster	Children will explore how to ask questions to collect useful information. Children will use branching diagrams to help sort and organise information. Microsoft word – Recipe	Children will explore, modify and create programs that includes the use of timers and button objects. They will build on their testing and debugging skills to ensure programs work as expected. Microsoft word – Instructions.	Children will organise information using the features of a concept map, and think about how to present their thoughts clearly to an audience. To explore digital music creation. Microsoft PowerPoint – Presenting
Key Curriculum Coverage	. 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. . Plan a very simple sequence of instructions for a character. Predict using logical reasoning what will happen, then edit and refine (debug). . Use the term 'algorithm' when programming. Use the term 'debug' when editing. . U se technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about	. Use technology purposefully to create, organise, store, manipulate and retrieve digital content. . Recognise common uses of information technology beyond school.	. Use technology purposefully to create, organise, store, manipulate and retrieve digital content. . Recognise common uses of information technology beyond school. . To create and interpret simple data.	. Use technology purposefully to create, organise, store, manipulate and retrieve digital content. . To ask appropriate questions, gather data to answer it and use digital tools to present findings. . To understand how branching databases work and practice navigating them to find answers.	. 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. . To understand that different objects have different attributes (properties). . To understand the importance of testing and debugging.	. Use technology purposefully to create, organise, store, manipulate and retrieve digital content. . Recognise common uses of information technology beyond school. . To organise ideas clearly in a concept map and present them to an audience. . To explore, edit and combine sounds using digital software.

	content or contact on the internet or other online technologies.					
Key Vocabulary	Algorithm Debug Sequence Internet Browser Search Engine Digital Footprint	Creating Impressionism Pointillism	Spreadsheet Data Inputting Formatting Data collection Cell Column Row Value	Branching database Closed question Open question Data Sorting Yes or No questions	Action Command Attribute Debug/Debugging Algorithm Event Nesting Object	Concept map Connecting line Group Layer Node Present Digital music BPM Compose Sound effect (SFX)