Computing Curriculum Planner: Gala - Year 2

Autumn	Spring	Summer
e-Safety- planned within PSHE / Citizenship using Somerset BYTE Awards **I am kind and responsible** Agree class internet rules based on personal responsibilities. Include cyberbullying messages in Anti-bullying week.	e-Safety- planned within PSHE / Citizenship using Somerset BYTE Awards **I am safe** Keep personal details private, consider who you are talking to online and make sure a trusted adult knows what you are doing online. Use Safer Internet Day to focus on use of the internet and different technologies.	e-Safety – planned within PSHE / Citizenship using Somerset BYTE Awards **I am healthy** Consider age-appropriate and healthy use of technology. Include consideration of time spent using technology and recognition of appropriate websites and games in Health week.
TIOL 1 - CORE Year 2 Technology in My Life 2 sessions • Think about technology • Present the technology as a day timeline • Talk about the benefits of using technology • Look at a map of a town and talk about the different technologies that are used	TIOL 2 – CORE Year 2 Do I Trust My Internet Search? 2/3 sessions • Think about 'What is the internet?' • Look at the validity of Tomato Spider website • Consider where the information on school website comes from • Make own creature and information on a 'website'	Handling Data 1 – CORE Year 2 Sorting My Birds 5 sessions • Investigate and sort bird pictures • Talk about types of data and how it can be collected • Make a decision tree • Generate questions • Collect, record & present data • Compare different ways to present information
Programming 5 – **Alternative Core** Year 2 Light up My Lightbot 3 sessions • Explore levels 1 – 4 Lightbot hour of code • Give instructions to a friend • Identify a range of algorithms for level 5 • 'Write' programs with programming cards • Predict and debug • Complete levels 5 - 8	Multimedia 1 – CORE Year 2 Present My Information 4+1 sessions • Explore ways in which we can present information • Present information we have researched • Develop key board skills • Share the information with others using a class blog, school website, etc	Handling Data 4 – Choice Year 2 My Branch Sorting Investigation 2 sessions • Collect and sort objects, images or numbers • Compose questions with yes and no answers • Use a branching database
Programming 4 – CHOICE Year 2 Making My Moves with Scratch Jr 4 sessions • Use blue programming blocks to make cat move • Use trigger blocks to start a sequence • Investigate speed block and		**Open Ended Challenge** Identify an appropriate challenge to allow children to • Use computational thinking to plan, develop and evaluate their use of technology • Have a differentiated learning experience including developing mastery • Demonstrate attainment in computing

Basic Skills
(to support my learning across the curriculum)

- Use personal log in for online resources
- Open Apps and software
- Save and Open files and images
- Insert images within apps and software
- Use simple children's search engine eg Kiddle
- Use keyboard to enter text (index fingers left and right hand)
- Know when and how to use the RETURN/ENTER key.
- Use SHIFT and CAPS LOCK to enter capital letters
- Use DELETE and BACKSPACE buttons to correct text

Additional unplugged activities to reinforce computational thinking

Program the teacher (10 minutes)

- Give instructions to the teacher to move to a particular destination in the classroom OR make a sandwich or other activity
- Explain how providing clear instructions is critical to computer programming.

https://www.scratchjr.org/teach.html

Tut, clap or jive (30 minutes)

- Create sequences of movements including hand clapping, hand tutting or hand jive
- Start to think about breaking problems down or decomposing

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