Computing Progression of Skills
Year 2

Year 2 National Curriculum Objectives for Computing: Children will be taught to:	
Online Safety (2.2) • Refine searches using the Search tool. • Share work electronically using the display boards. • Use digital technology to share work on Purple Mash to communicate and connect with others. • Have some knowledge and understanding about sharing more globally on the Internet. • Begin to use Email as a communication tool using 2Respond simulations • Understand how we talk to others when they are not there in front of us. • Open and send simple online communications in the form of email. • Understand that information put online leaves a digital footprint or trail. • Begin to think critically about the information they leave online. • Identify the steps that can be taken to keep personal data and hardware secure	**Spreadsheets (2.3)** • Review the work done in 2Calculate in year 1. • Revise spreadsheet related vocabulary. • Use some 2Calculate tools that were introduced in year 1. • Use copying, cutting and pasting shortcuts in 2Calculate. • Use 2Calcuate totalling tools. • Use 2Calculate to solve a simple puzzle • Explore the capabilities of a spreadsheet in adding up coins to match the prices of objects • Add and edit data in a table layout. • Use the data to manually create a block graph.
	Effective Searching (2.5) • Understand the terminology associated with the Internet and searching. • Gain a better understanding of searching the Internet. • Create a leaflet to help someone search for information on the Internet.
Coding (2.1) • Understand what an algorithm is. • Create a computer program using an algorithm. • Create a program using a given design. • Understand the collision detection event. • Understand that algorithms follow a sequence. • Design an algorithm that follows a timed sequence • Understand that different objects have different properties • Understand what different events do in code. • Create a program using a given design. • Understand the function of buttons in a program. • Know what debugging means • Understand the need to test and debug a program repeatedly. • Debug simple programs.	**Questioning (2.4)** • Show that the information provided on pictograms is of limited use beyond answering simple questions • Use yes/no questions to separate information • Construct a binary tree to separate different items. • Use 2Question (a binary tree) to answer questions • Use a database to answer more complex search questions. • Use the Search tool to find information.
	Presenting Ideas (2.8) • Explore how a story can be presented in different ways. • Make a quiz about a story or class topic. • Make a fact file on a non-fiction topic • Make a presentation to the class.

Making Music (2.7)	Create Pictures (2.6)
- Be introduced to making music digitally using 2Sequence. - Explore, edit and combine sounds using 2Sequence. - Add sounds to a tune to improve it. - Think about how music can be used to express feelings and create tunes which depict feelings. - Upload a sound from a bank of sounds into the Sounds section. - Record their own sound and upload it into the Sounds section. - Create their own tune using the sounds which they have added to the Sounds section.	- Explore 2Paint A Picture - Look at the work of Impressionist artists and recreate them using the Impressionism template. - Look at the work of pointillist artists such as Seurat. - Recreate pointillist art using the Pointillism template - Look at the work of Piet Mondrian and recreate it using the Lines template. - Look at the work of William Morris and recreate it using the Patterns template. - Look at some surrealist art and create your own using the eCollage function in 2Paint A Picture.

Notes

Children working below objectives listed above	**Children who are working above objectives listed above**