

St Laurence's CE Primary School Computing Long Term Plan Year 2



		Ye	ear 2		
Autumn 1 Online Safety and Effective Searching	Autumn 2 Creating Pictures	Spring 1 Making Music and Presenting Ideas	Spring 2 Questioning	Summer 1 Coding	Summer 2 Coding
Key Content & SkillsChildren will know howto refine searches usingthe search tool and howto share workelectronically using thedisplay boards. Childrenwill have someknowledge andunderstanding aboutsharing more globally onthe Internet.To introduce Email as acommunication toolusing 2Respondsimulations. Tounderstand how we talkto others when they arenot there in front of us.To open and send simpleonline communicationsin the form of email. Tounderstand theterminology associatedwith the Internet andsearching and to gain abetter understanding ofsearching the Internet.To create a leaflet tohelp someone search for	Key Content & Skills Introduction and Impressionism. To explore 2Paint A Picture. To look at the work of Impressionist artists and recreate them using the Impressionism template. Pointillist Art - To look at the work of pointillist artists such as Seurat. To recreate pointillist art using the Pointillism template. Piet Mondrian - To look at the work of Piet Mondrian and recreate it using the Lines template. William Morris and Pattern - To look at the work of William Morris and recreate it using the Patterns template. Surrealism and eCollage - To look at some surrealist art and create your own using the eCollage function in 2Paint A Picture	Key Content & Skills Introducing 2Sequence - To be introduced to making music digitally using 2Sequence. To explore, edit and combine sounds using 2Sequence. Making Music - To add sounds to a tune to improve it. To think about how music can be used to express feelings and create tunes which depict feelings. Soundtracks - To upload a sound from a bank of sounds into the Sounds section. To record their own sound and upload it into the Sounds section. To create their own tune using the sounds which they have added to the Sounds section.	Key Content & Skills Using and Creating Pictograms - To show that the information provided on pictograms is of limited use beyond answering simple questions. Asking Yes / No Questions - To use yes/no questions to separate information. Binary Trees - To construct a binary tree to separate different items. Using 2Question - a Computer Based Binary Tree Program. Use 2Question (a binary tree) to answer questions. Using 2Investigate: a Non Binary Database. To use a database to answer more complex search questions. To use the Search tool to find information.	Key Content & Skills Algorithms - To understand what an algorithm is. To create a computer program using an algorithm. Collision Detection - To create a program using a given design. To understand the collision detection event. Using a Timer - To understand that algorithms follow a sequence. To design an algorithm that follows a timed sequence.	Key Content & Skills Different Object Types- To understand that different objects have different properties. To understand what different events, do in code. Buttons- To create a program using a given design. To understand the function of buttons in a program. 'Smelly Code' Debugging- To know what debugging means. To understand the need to test and debug a program repeatedly. To debug simple programs.

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information on the Internet.								
Vocabulary	Vocabulary	Vocabulary	Vocabulary	Vocabulary	Vocabulary			
Search bar Internet Personal Information Private Information Filter Effective Search Internet	Palette Impressionism Style Pointillism Dilute Surrealism eCollage	Tune Compose Note Speed Beat Volume Tempo Sound Effect	Pictogram Data Information Sort Avatar Question Database Record	Action Algorithm Background Bug Command Debug/Debugging Object	Action Algorithm Background Bug Command Debug/Debugging Object			
Online Safety Assessment against the	Assessment against the	Sound Effect Repeat Bars Assessment against the	Binary Tree Assessment against the	Implement Modify Coding Assessment against the	Implement Modify Coding Assessment against the			
National Curriculum Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.	National Curriculum Use technology purposefully to create, organise, store, manipulate and retrieve digital content.	National Curriculum Use technology purposefully to create, organise, store, manipulate and retrieve digital content.	National Curriculum Use logical reasoning to predict the behaviour of simple programs.	National Curriculum Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions.	National Curriculum Create and debug simple programs. Use logical reasoning to predict the behaviour of simple programs.			