



Year Two Computing Overview for the Year

	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6
Term 1	<p>Computing systems and networks – IT around us</p> <p>Lesson 1:</p> <p>LO: To recognise the uses and features of information technology KS1: CO 4, 5, 6</p> <p>Big Idea (Aspect):</p> <p>Place (Real world)</p>	<p>Computing systems and networks – IT around us</p> <p>Lesson 2:</p> <p>LO: To identify the uses of information technology in the school KS1: CO 4, 5, 6</p> <p>Big Idea (Aspect):</p> <p>Place (Real world)</p>	<p>Computing systems and networks – IT around us</p> <p>Lesson 3:</p> <p>LO: To identify information technology beyond school KS1: CO 4, 5, 6</p> <p>Big Idea (Aspect):</p> <p>Place (Real world)</p>	<p>Computing systems and networks – IT around us</p> <p>Lesson 4:</p> <p>LO: To explain how information technology helps us KS1: CO 4, 5, 6</p> <p>Big Idea (Aspect):</p> <p>Place (Real world) Investigation (Networks)</p>	<p>Computing systems and networks – IT around us</p> <p>Lesson 5:</p> <p>LO: To explain how to use information technology safely KS1: CO 4, 5, 6</p> <p>Big Idea (Aspect):</p> <p>Place (Real world) Humankind (Staying safe)</p>	<p>Computing systems and networks – IT around us</p> <p>Lesson 6:</p> <p>LO: To recognise that choices are made when using information technology KS1: CO 4, 5, 6</p> <p>Big Idea (Aspect):</p> <p>Place (Real world) Humankind (Staying safe)</p>
Term 2	<p>Creating media – Digital photography</p> <p>Lesson 1:</p> <p>LO: To use a digital device to take a photograph KS1: CO 4, 5, 6</p> <p>Big Idea (Aspect):</p>	<p>Creating media – Digital photography</p> <p>Lesson 2:</p> <p>LO: To make choices when taking a photograph KS1: CO 4, 5, 6</p> <p>Big Idea (Aspect):</p>	<p>Creating media – Digital photography</p> <p>Lesson 3:</p> <p>LO: To describe what makes a good photograph KS1: CO 4, 5, 6</p> <p>Big Idea (Aspect):</p>	<p>Creating media – Digital photography</p> <p>Lesson 4:</p> <p>LO: To decide how photographs can be improved KS1: CO 4, 5, 6</p> <p>Big Idea (Aspect):</p>	<p>Creating media – Digital photography</p> <p>Lesson 5:</p> <p>LO: To use tools to change an image KS1: CO 4, 5, 6</p> <p>Big Idea (Aspect):</p>	<p>Creating media – Digital photography</p> <p>Lesson 6:</p> <p>LO: To recognise that photos can be changed KS1: CO 4, 5, 6</p> <p>Big Idea (Aspect):</p>



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	Materials (Software) Creativity (Creation) Humankind (Communication)	Materials (Software) Creativity (Creation) Humankind (Communication)	Materials (Software) Creativity (Creation) Humankind (Communication)	Materials (Software) Creativity (Creation) Humankind (Communication)	Materials (Software) Creativity (Creation) Humankind (Communication)	Materials (Software) Creativity (Creation) Humankind (Communication)
Term 3	Programming A – Robot Algorithms Lesson 1: LO: To describe a series of instructions as a sequence KS1: CO 1, 2, 3, 4 Big Idea (Aspect): Processes (Physical interactions) Investigation (Data and computational thinking)	Programming A – Robot Algorithms Lesson 2: LO: To explain what happens when we change the order of instructions KS1: CO 1, 2, 3, 4 Big Idea (Aspect): Processes (Physical interactions) Investigation (Data and computational thinking)	Programming A – Robot Algorithms Lesson 3: LO: To use logical reasoning to predict the outcome of a program KS1: CO 1, 2, 3, 4 Big Idea (Aspect): Processes (Physical interactions) Investigation (Data and computational thinking)	Programming A – Robot Algorithms Lesson 4: LO: To explain that programming projects can have code and artwork KS1: CO 1, 2, 3, 4 Big Idea (Aspect): Processes (Physical interactions) Investigation (Data and computational thinking)	Programming A – Robot Algorithms Lesson 5: LO: To design an algorithm KS1: CO 1, 2, 3, 4 Big Idea (Aspect): Processes (Physical interactions) Investigation (Data and computational thinking)	Programming A – Robot Algorithms Lesson 6: LO: To create and debug a program that I have written KS1: CO 1, 2, 3, 4 Big Idea (Aspect): Processes (Physical interactions) Investigation (Data and computational thinking)
Term 4	Data and information – Pictograms Lesson 1:	Data and information – Pictograms Lesson 2:	Data and information – Pictograms Lesson 3: LO: To create a pictogram	Data and information – Pictograms Lesson 4:	Data and information – Pictograms Lesson 5:	Data and information – Pictograms Lesson 6:



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	<p>LO: To recognise that we can count and compare objects using tally charts KS1: CO 4, 6</p> <p>Big Idea (Aspect):</p> <p>Nature (Real world) Comparison (Digital searching)</p>	<p>LO: To recognise that objects can be represented as pictures KS1: CO 4, 6</p> <p>Big Idea (Aspect):</p> <p>Nature (Real world) Comparison (Digital searching)</p>	<p>KS1: CO 4, 6</p> <p>Big Idea (Aspect):</p> <p>Nature (Real world) Comparison (Digital searching)</p>	<p>LO: To select objects by attribute and make comparisons KS1: CO 4, 6</p> <p>Big Idea (Aspect):</p> <p>Nature (Real world) Comparison (Digital searching)</p>	<p>LO: To recognise that people can be described by attributes KS1: CO 4, 6</p> <p>Big Idea (Aspect):</p> <p>Nature (Real world) Comparison (Digital searching)</p>	<p>LO: To explain that we can present information using a computer KS1: CO 4, 6</p> <p>Big Idea (Aspect):</p> <p>Nature (Real world) Comparison (Digital searching)</p>
Term 5	<p>Creating media – Digital Music</p> <p>Lesson 1:</p> <p>LO: To say how music can make us feel KS1: CO 4</p> <p>Big Idea (Aspect):</p> <p>Humankind (Staying safe) Place (Digital world)</p>	<p>Creating media – Digital Music</p> <p>Lesson 2:</p> <p>LO: To identify that there are patterns in music KS1: CO 4</p> <p>Big Idea (Aspect):</p> <p>Place (Digital world) Materials (Software) Creativity (Creation)</p>	<p>Creating media – Digital Music</p> <p>Lesson 3:</p> <p>LO: To experiment with sound using a computer KS1: CO 4</p> <p>Big Idea (Aspect):</p> <p>Place (Digital world) Materials (Software) Creativity (Creation)</p>	<p>Creating media – Digital Music</p> <p>Lesson 4:</p> <p>LO: To use a computer to create a musical pattern KS1: CO 4</p> <p>Big Idea (Aspect):</p> <p>Place (Digital world) Materials (Software) Creativity (Creation)</p>	<p>Creating media – Digital Music</p> <p>Lesson 5:</p> <p>LO: To create music for a purpose KS1: CO 4</p> <p>Big Idea (Aspect):</p> <p>Place (Digital world) Materials (Software) Creativity (Creation)</p>	<p>Creating media – Digital Music</p> <p>Lesson 6:</p> <p>LO: To review and refine our computer work KS1: CO 4</p> <p>Big Idea (Aspect):</p> <p>Place (Digital world) Materials (Software) Creativity (Creation)</p>



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Term 6	<p>Programming B – Programming quizzes</p> <p>Lesson 1:</p> <p>LO: To explain that a sequence of commands has a start KS1: CO 1, 2, 3</p>	<p>Programming B – Programming quizzes</p> <p>Lesson 2:</p> <p>LO: To explain that a sequence of commands has an outcome KS1: CO 1, 2, 3</p>	<p>Programming B – Programming quizzes</p> <p>Lesson 3:</p> <p>LO: To create a program using a given design KS1: CO 1, 2, 3</p>	<p>Programming B – Programming quizzes</p> <p>Lesson 4:</p> <p>LO: To change a given design KS1: CO 1, 2, 3</p>	<p>Programming B – Programming quizzes</p> <p>Lesson 5:</p> <p>LO: To create a program using my own design KS1: CO 1, 2, 3</p>	<p>Programming B – Programming quizzes</p> <p>Lesson 6:</p> <p>LO: To decide how my project can be improved KS1: CO 1, 2, 3</p>
	<p>Big Idea (Aspect):</p> <p>Humankind (Digital citizenship) Investigation (Data and Computational Thinking and Networks) Place (Digital world)</p>	<p>Big Idea (Aspect):</p> <p>Humankind (Digital citizenship) Investigation (Data and Computational Thinking and Networks) Place (Digital world)</p>	<p>Big Idea (Aspect):</p> <p>Humankind (Digital citizenship) Investigation (Data and Computational Thinking and Networks) Place (Digital world) Comparison (Digital searching)</p>	<p>Big Idea (Aspect):</p> <p>Humankind (Digital citizenship) Investigation (Data and Computational Thinking and Networks) Place (Digital world) Comparison (Digital searching)</p>	<p>Big Idea (Aspect):</p> <p>Humankind (Digital citizenship) Investigation (Data and Computational Thinking and Networks) Place (Digital world) Comparison (Digital searching)</p>	<p>Big Idea (Aspect):</p> <p>Humankind (Digital citizenship) Investigation (Data and Computational Thinking and Networks) Place (Digital world)</p>