

Computing		
	Year 2	Program used
Problem solving and Logical Thinking	<ul style="list-style-type: none"> <li>• Use logical reasoning to predict the outcomes of a set of instructions</li> <li>• Program using sequences of instructions to implement an algorithm</li> <li>• Create and debug a simple algorithm</li> <li>• Test and amend a set of instructions</li> </ul>	Bee-Bot  Purple Mash 2Logo  Purple Mash 2 code chimp Free Code Chimp
Creative content	<ul style="list-style-type: none"> <li>• Find and retrieve information from a website</li> <li>• Use a webpage as a resource</li> <li>• Use with purpose, drawing tools, texts, pictures and animations to create content - eg <i>presentations eBooks, animations, videos and record the narration</i></li> </ul>	Search engines  Purple Mash has examples  Power point/green screen Windows movie maker 2020
Digital Literacy	<ul style="list-style-type: none"> <li>• Communicate safely online</li> <li>• Create, edit and format text (<i>insert/delete words/use bold/italics/ underline</i>)</li> </ul>	Purple Mash 2 email  Purple Mash 2 Write (simple version of Microsoft word)
Key vocabulary	Related Vocabulary	
Greater Depth:	<ul style="list-style-type: none"> <li>• Appreciate some algorithms are more efficient than others and state why they are</li> <li>• Identify when digital technology leads to improvements or when it makes things worse</li> </ul>	
Topic/Novel Link:		

Defined End Point
<ul style="list-style-type: none"> <li>- Confidently evaluate and apply information technology, (Abstraction, logic, algorithms and data representation) analytically to solve problems</li> </ul>