Knowle CE Primary Academy
Curriculum Map: Year 2 COMPUTING

| DEEP DIVE

YEAR 2	Computing Skills 1:1	Word Processing 1:2	Online Safety 2:1	Preparing for Turtle Logo 2:2	Programming with Logo/ Scratch 3:1	Using and Applying 3:2
Credibility						
*What can pupils already know/do/understand?**						
Non-Negotiable lessons	1 to 6	1 to 6	1 to 6	1 to 6	1 to 6	3,4,5,6
Cross Curricular Opportunities Creativity	Blog or share findings on materials	Link to science ~ Living Things	Links with Safer Internet Day JIGSAW/PSHE curriculum.	Link to mathematics ~ direction, right angles.	Link to mathematics ~ shape and direction.	Link to history ~ Victorians
Delivery timescale (Suggested)	1-3 taught together 4,5,6 – taught together (link to school website/SZapp)	Individual lessons	1 – taught individually 2,3,4 taught together 5,6 – taught individually	1-4 taught together 5-6 taught individually ←	Block or teach alongside the unit 'Preparing for Turtle Logo'	3,4 taught together 5,6 taught together
Problem-solving Approach Compassion	How can we share our information with everyone?	How can I present my ideas using a computer?	How do I know if what I'm reading is safe for me to read?	How can I direct my friend so they move in the correct direction?	How can I make the turtle move on the screen?	How can we show our teachers how much **more** we know, can do and understand about computing?*
Community Opportunities Community	Invite a journalist into school to explain how they use internet research.	Share presentations on school website/SZapp	N/A	N/A	N/A	N/A

Utilise other appropriate opportunities for the application and practice of taught skills/knowledge

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Assessment Criteria By the end of each unit all children should be able to:	
Computing Skills - Search using the words "for kids" - Follow a weblink - Locate their own blog - Understand how to blog safely and responsibly	**Word Processing Skills** - Insert slides, add and type in a text box
Online Safety - Know what 'digital footprint' means - Know that people can use the information they put online - Know that a digital footprint contains information about a person - Identify keywords that will give good search results - Use a website to search for information - Begin to identify possible dangers online - Identify websites suitable for their age - Know when to ask an adult for advice about accessing a website - Know what to do if a website makes them uncomfortable - Talk about what people might want to know about a website - Give their opinion about a website - Say what they like and dislike about a website - Begin to consider who a website could be aimed at - Identify unkind online behaviour - Know what to do if they think someone is being unkind to them online - Know how to safely search for information online - Choose appropriate websites for their age	**Programming – preparing for Turtle Logo** - Walk forward a number of steps - Turn accurately 90° (a quarter turn) - Walk squares and rectangles - Give and follow instructions

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Programming with Logo/Scratch	Using and Applying
- Draw lines of different lengths using the fd command - Move blocks into the Scripts Area - Snap blocks together to combine commands.	- Add text and images to a presentation - Retrieve/open a file from a saved location - Select a relevant backdrop and character within Scratch - Add a second character and position on the backdrop within Scratch

We follow a problem-solving approach to Computing. We focus on how we often use technology to solve problems and how sometimes, technology creates problems, which in turn, need solving! Themes and topics often start with a scenario or a question and whenever possible this is made 'real' for our pupils to motivate them and to give purpose to their learning.

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Credibility						
DEEP DIVE **YEAR 2**	**Computing Skills 1:1**	**Word Processing 1:2**	**Online Safety 2:1**	**Recovery Curriculum Computing Science 2:2**	**Preparing for Turtle Logo 3:1**	**Programming with Logo/ Scratch 3:2**
*What can pupils already know/do/understand?**						
Non-Negotiable lessons	1 to 6	1 to 6	1 to 6	Key Skills - Logging On - Using a mouse and trackpad - Typing - Follow a given pathway to open a program - Open and save a document.	1 to 6	1 to 6
Cross Curricular Opportunities Creativity	Blog or share findings on materials	Link to science ~ Living Things	Links with Safer Internet Day JIGSAW/PSHE curriculum.		Link to mathematics ~ direction, right angles.	Link to mathematics ~ shape and direction.
Delivery timescale (Suggested)	1-3 taught together 4,5,6 – taught together (link to school website/SZapp)	Individual lessons	1 – taught individually 2,3,4 taught together 5,6 – taught individually		1-4 taught together 5-6 taught individually ←	Block or teach alongside the unit 'Preparing for Turtle Logo'
Problem-solving Approach Compassion	How can we share our information with everyone?	How can I present my ideas using a computer?	How do I know if what I'm reading is safe for me to read?	British Science Week Cross Curricular Link Consolidate using child friendly search engines. Teaching focus~ using keywords in the search bar/relevance of information	How can I direct my friend so they move in the correct direction?	How can I make the turtle move on the screen?
Community Opportunities Community	Invite a journalist into school to explain how they use internet research.	Share presentations on school website/SZapp	N/A		N/A	N/A

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Programming – preparing for Turtle Logo	Programming with Logo/Scratch
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