Highgate Primary
Year 2 Computing Curriculum

Understanding Technology/Digital Literacy	Programming	Digital Citizenship and e-safety
Pupils recognise common uses of information technology beyond school, including those which they don't frequently encounter in their daily routine. Pupils understand that computers are not intelligent but can appear to be when following algorithms. They can share examples of this. With adult guidance, pupils use a range of technology to enhance and present their learning. Within both specific computing lessons and cross curricular contexts, pupils are able to: • enquire with purpose, accessing digital content such as text, still and moving images, video and audio	Pupils understand that algorithms are implemented as programs on digital devices. Pupils create and debug programs to achieve specific goals and understand the importance of sequence. Pupils use the principles of logical reasoning to plan and predict the behaviour of simple programs. Pupils solve problems on and off screen.	Pupils are becoming increasingly aware of content, contact and conduct benefits and risks, how to manage them safely and where to go for help and support when they have concerns or feel unsafe, worried or upset. They are beginning to develop a better understanding of their own and others' 'identity' (including online), the importance of keeping personal information private and of seeking permission before sharing. They check with an adult before clicking on pop ups, notifications or dialogue boxes. They increasingly use a range of digital devices to communicate safely and respectfully online, making links to positive behaviour in the physical world.

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Autumn 1 **The Animal Kingdom**	Autumn 2 **The Great Fire of London**	Spring 1 **Making Things Move**	Spring 2 **The circus**	Summer 1 **Growing up**	Summer 2 **Beside the Seaside**
Using a computer – revisited • Children practice using mouse and keyboard to open and close word and type specific words. • Children save file using class name Floor robots • Use robots to complete a task navigating a path. • Children record instructions and debug programs. How technology makes you feel • Smartie the penguin lesson 2 KS1 E-safety assembly	Floor robots • reach destination on class made 'world' avoiding hazards and returning to origin Book: 'Chicken Clicking'	Floor robots • Complete a set task navigating a path and returning to point of origin. • Record instructions and debug programs. Pause for People • The adventures of Smartie the penguin KS1 E-safety assembly	Introduction to Scratch Jr • Fundamentals Internet traffic light • Pantosaurus and his PANTS song What are our safety rules?	Introduction to Scratch Jr 2 • Explore moving a sprite • Explore changing sprite size Pause for People BBC Own It: • Digital Footprint: What Is It and Why Should I Care? KS1 E-safety assembly	Beautiful Beaches • I can search for something pt. 2 • Use ipads to search for a video of a beach. Press and hold image to save to gallery. • Access gallery and find saved videos. Revisit Scratch Jr • Children explore moving multiple sprites to animate a narrative