

Year 2 Progression in Computing

Unit 1- Computing Systems	Unit 2- Creating Media	Unit 3- Programming A	Unit 4- Data & Information	Unit 5- Creating Media	Unit 6- Programming B	Touch Typing
<ul style="list-style-type: none"> ● I know how to use technology safely and responsibly ● I know what Information Technology is & can identify examples in different settings. 	<ul style="list-style-type: none"> ● I know how photos are captured and can be manipulated for different purposes. 	<ul style="list-style-type: none"> ● I know how to design and program a simple algorithm into a robot. 	<ul style="list-style-type: none"> ● I know how to collect and organise data ● I know how to present data pictorially. 	<ul style="list-style-type: none"> ● I know how to create rhythm patterns digitally. ● I know how to add a sequence of notes to my rhythm. 	<ul style="list-style-type: none"> ● I know how to make a more complex program in Scratch Jr ● I know how to debug a simple algorithm 	<ul style="list-style-type: none"> ● I know how to touch type
<ul style="list-style-type: none"> ● I will know the uses & features of information technology ● I will know the uses of information technology in school ● I will know how to identify information technology beyond school ● I will know how to explain how information technology helps us ● I will know how to use information technology safely ● I will know how to recognise that choices are made when using information technology 	<ul style="list-style-type: none"> ● I will know how to use a digital device to take a photograph ● I will know how to make choices when taking a photograph ● I will know how to describe what makes a good photograph ● I will know to decide how photographs can be improved ● I will know how to use tools to change an image ● I will know to recognise that photos can be changed 	<ul style="list-style-type: none"> ● I will know how to describe a series of instructions as a sequence ● I will know how to explain what happens when we change the order of instructions ● I will know how to use logical reasoning to predict the outcome of program ● I will know how to explain that programming projects can have code and artwork ● I will know how to design an algorithm ● I will know how create and debug a program that I have written 	<ul style="list-style-type: none"> ● I will know how to recognise that we can count and compare objects using tally charts ● I will know how to recognise that objects can be represented as pictures ● I will know how to create a pictogram ● I will know how to select objects by attribute and make comparisons ● I will know how to explain that we can present information using a computer ● I will know how to independently create an identification tool 	<ul style="list-style-type: none"> ● I will know how to say how music can make us feel ● I will know how to identify that there are patterns in music ● I will know how to experiment with sound using a computer ● I will know how to use a computer to create a musical pattern ● I will know how to create music for a purpose ● I will know how to review and refine our computer work 	<ul style="list-style-type: none"> ● I will know that a sequence of commands has a start ● I will know that a sequence of commands has an outcome ● I will know how to create a program using a given design ● I will know how to change a given design ● I will know how to create a program using my own design ● I will know how to decide how my project can be improved 	<ul style="list-style-type: none"> ● I will know how to touch type ● I will know the position and arrangement of keys ● I will know how to accurately type