	Computing Scheme of Work							Autumn Term	Year 2
	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	Week 8	Week 9
Key Learning		Basic skills	• To use a range of software to create, store and edit digital content. • Understands how people interact with computers. • Can talk about common uses of technology outside school.		• Can safe with appropriate file name. • Can open previously saved work. • Can use a range of software to create, store and edit digital content with increasing independence and awareness of audience. • Can talk about their work and make improvements based on feedback.			• To use a range of software to create, store and edit digital content. • Can recognise different forms of data, number, text, pictures. • Beginning to understand that different programs work with different types of data.	
Main Lessons	**Online Safety:** Lesson 1, SWGFL SofW.	**Basic Skills:** How to log into the network. How to open a web browser and log into Mathletics or Rockstars. Keeping passwords safe reminder.	**2 Simple Publisher:** Create a leaflet linked to topic. Include pictures draw within the software and imported pictures. Include text and start to think about the audience. Skills: • How to save, open a file. • Typing skills. • Word processing skills, - changing fonts, size etc		**2 Create a story:** Create multimedia book linked to topic. Skills: • How to save, open a file. • Typing skills. • Word processing skills, - changing fonts, size etc			**2 Count / 2Graph:** Collect data as a class and put into software. Change the look of output -ctrl o for options. Ask questions for children to use graph to find the answers. Pupils choose own survey, collect data and present in either 2 graph/2 count.	
Software			2 Publisher / J2E		2 Create a story / J2e			2 Graph / 2 Count / J2E	
Ongoing activities		Typing skills	Typing skills	Typing skills	Typing skills				
Cross Curricula			English / topic		English / topic			Maths / Science	

	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	Week 8
Computing Scheme of Work							**Spring Term**	**Year 2**
Key Learning		• Pupils start to understand that users can create their own programs. • Can create a simple program to move the ProBot on a set course. • Pupils can talk confidently about inputs and outputs.	• Pupils are starting to use the correct terminology, algorithm, Debugging. • Can execute, check and change a program. • Understand that programs execute by following precise instructions.	• Is starting to use logical reasoning to predict the behaviour of the car. • Can program the Probot with increasing confidence and a number of steps before pressing 'Go'.		• To use a range of software with support to create, store and edit digital content. • Recognise that digital content may be represented in different formats.		
Main Lessons	**Online Safety:** Lesson 2, SWGFL SofW.	**Probots:** Show the class a car and discuss inputs (The keypad), outputs (The motor, wheels). Discuss sensors on the car and whether they are inputs/ outputs (microphone, front/back bumper, light). Show how the car moves in CM and can turn in degrees. Show on different surfaces, discuss and problems. Pupils have a go.	**Probots:** In small groups get the pupils to estimate distances and try to program the car to get as close as possible to objects without touching them. Extend with right angle turns. Make sure pupils know that if they don't add numbers to FD or turns it will move 30cm and turn 90 degrees.	**Probots:** Play the car parking game. Requires a large piece of card with basic roads draw on. Pupils estimate distance and turn to get the car to the parking spot. Aim for them to write algorithm in groups, program car and test. Debug which part f the algorithm works and which did not, why?		**Art:** Create a picture as part of your topic. Demo how to use the various tools- shape, fill, line etc. Demo how to copy, paste. How to create colours.	**Art:** Create a picture using the symmetry tools. How to save work with an appropriate title and in the correct place.	**Online Safety:** Lesson 3, SWGFL SofW.
Software		Probots—hardware				Art Program such as Revelation Natural Art		

	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	Week 8	Week 9
Computing Scheme of Work							**Summer Term**		**Year 2**
Key Learning		• Pupils understand that users can create their own programs. • Can create a simple program to move the Sprite on a set course. • Pupils are starting to use the correct terminology, algorithm, Debugging. • Can execute, check and change a program. • Understand that programs execute by following precise instructions. • Is starting to use logical reasoning to predict the behaviour of the Sprite. • Is starting to use logical reasoning to predict the behaviour of the Sprite.				• Can use a range of software to create, store and edit digital content with increasing independence and awareness of audience. • Can talk about their work and make improvements based on feedback.			
Main Lessons	**Online Safety:** Lesson 4, SWGFL SofW.	**Junior Scratch:** Watch intro video, see website. Driving across the city / Run a race	**Junior Scratch:** Sunset / moon rise after sunset	**Junior Scratch:** Spooky Forest / Dribble a basket ball	**Junior Scratch:** Dance party / meet and greet	**Green Screen Software:** Using cameras/ tablets video the pupils in front of a green screen and show them how to change the background. Pupils plan out own short script, video and edit in BackDrop.tv			**Online Safety:** Lesson 5, SWGFL SofW.
Software		https://www.scratchjr.org/teach/activities. Scratch Junior / see attached activity cards				BackDrop.tv			
Ongoing activities									
Cross Curricula						Link to topic / English			
Online Safety	Screen out the mean.								Using Keywords