



Castercliff Primary Academy – Year 2 Computing Progression.



Yr 2		
Computing systems and networks 1	<p>Computing Science Understanding what a computer is and that it's made up of different components. Recognising that buttons cause effects and that technology follows instructions. Learning how we know that technology is doing what we want it to do via its output. Using greater control when taking photos with cameras, tablets or computers.</p>	<p>Sticky Knowledge (inc. Online Safety) To know the difference between a desktop and laptop computer. To know that people control technology. To know some input devices that give a computer an instruction about what to do (output). To know that computers often work together.</p>
	<p>Information Technology Developing word processing skills, including altering text, copying and pasting and using keyboard shortcuts. Using word processing software to type and reformat text. Creating and labelling images. Learning how computers are used in the wider world.</p>	
	<p>Digital Literacy</p>	
Programming 1	<p>Computing Science Developing confidence with the keyboard and the basics of touch typing. Articulating what decomposition is Decomposing a game to predict the algorithms used to create it Learning that there are different levels of abstraction. Explaining what an algorithm is. Following an algorithm. Creating a clear and precise algorithm. Learning that programs execute by following precise instructions. Incorporating loops within algorithms. Using logical thinking to explore software, predicting, testing and explaining what it does. Using an algorithm to write a basic computer program.</p>	<p>Sticky Knowledge (inc. Online Safety) To understand what machine learning is and how it enables computers to make predictions. To know that loops in programming are where you set a certain instruction (or instructions) to be repeated multiple times. To know that abstraction is the removing of unnecessary detail to help solve a problem</p>
	<p>Information Technology</p>	



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	Developing word processing skills, including altering text, copying and pasting and using keyboard shortcuts		
	Digital Literacy	Online Safety To understand what information I should not post online.	
Computing systems and networks 2	Computing Science Developing confidence with the keyboard and the basics of touch typing.		Sticky Knowledge (inc. Online Safety) To know that touch typing is the fastest way to type. To know that I can make text a different style, size and colour To know that "copy and paste" is a quick way of duplicating text.
	Information Technology Developing word processing skills, including altering text, copying and pasting and using keyboard shortcuts. Using word processing software to type and reformat text. Searching for appropriate images to use in a document. Understanding what online information is.		
	Digital Literacy Identifying whether information is safe or unsafe to be shared online.	Online Safety To know what the techniques are for creating a strong password.	
Programming 2	Computing Science Explaining what an algorithm is. Following an algorithm. Creating a clear and precise algorithm. Learning that programs execute by following precise instructions. Incorporating loops within algorithms. Using logical thinking to explore software, predicting, testing and explaining what it does. Using an algorithm to write a basic computer program. Using loop blocks when programming to repeat an instruction more than once.		Sticky Knowledge (inc. Online Safety) To know that coding is writing in a special language so that the computer understands what to do. To understand that the character in Scratch Jr is controlled by the programming blocks To know that you can write a program to create a musical instrument or tell a joke.
	Information Technology Using software (and unplugged means) to create story animations		
	Digital Literacy	Online Safety To know that you should ask permission from others before sharing	



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		about them online and that they have the right to say 'no.'	
Creating media	Computing Science Using greater control when taking photos with cameras, tablets or computers. Using logical thinking to explore software, predicting, testing and explaining what it does.		Sticky Knowledge (inc. Online Safety) To understand that an animation is made up of a sequence of photographs. To know that small changes in my frames will create a smoother looking animation. To understand what software creates simple animations and some of its features e.g. onion skinning.
	Information Technology Using software (and unplugged means) to create story animations.		
	Digital Literacy	Online Safety To understand that not everything I see or read online is true.	
Data handling	Computing Science Developing confidence with the keyboard and the basics of touch typing.		Sticky Knowledge (inc. Online Safety) To understand that you can enter simple data into a spreadsheet. To understand what steps you need to take to create an algorithm. To know what data to use to answer certain questions. To know that computers can be used to monitor supplies
	Information Technology Creating and labelling images. Collecting and inputting data into a spreadsheet. Interpreting data from a spreadsheet. Learning how computers are used in the wider world.		
	Digital Literacy	Online Safety Recapping on-line safety – Year 2	