

## Curriculum Design for Computing

### Year – 2

<u>Skills</u>	<u>Learning Objectives</u>
Understanding the web and E-safety (Digital Citizenship and Technology - DL)	<p>To know what is meant by personal information and develop awareness of why it is special.</p> <p>To understand the need for keeping personal information private - whether online or offline.</p> <p>To know what to do when concerned about content or being contacted online.</p> <p>To be aware of the functionality of the internet - social networks, online gaming, emails etc.</p> <p>To understand what cyberbullying is and why it is wrong.</p> <p>Know you can use the internet to communicate with friends and family.</p> <p>To understand the importance of communicating safely and respectfully online.</p>
Using Technology (Information Technology - IT)	<p>Understand there is a set way of communicating via email.</p> <p>Understand that emails are messages that are 'sent' and 'received' through the internet.</p> <p>To search the internet for information using an advanced search.</p> <p>To save, import and export files.</p> <p>Understand what a podcast is.</p> <p>Understand 'data' and 'interpreting data' and recognise there are different ways of collecting data.</p> <p>Input data accurately and present in a graphical format.</p> <p>Present information to share knowledge with peers.</p>

<p>The ability to create multimedia content (Digital Creativity - DL)</p>	<p>Create and export digital graphics to use in game play.</p> <p>Apply advanced design concepts to create a complex game.</p> <p>Enhance a podcast through the use of music, photos and sound effects.</p> <p>Enhance layout with images, audio and video.</p>
<p>Computer programmes and understanding how computers work (Computer Science -CS)</p>	<p>Understand that digital games are made up of different elements.</p> <p>Have an understanding of what code does.</p> <p>To understand and explain the meaning of an algorithm and the importance of order and the need for them to be precise and accurate.</p> <p>Understand variables and 'debugging' programs.</p> <p>Identify the key components of a computer programme.</p> <p>Understand the difference between the stage and the sprite.</p> <p>Create a sprite and stage.</p> <p>Order code blocks to make basic sprite moves.</p> <p>Identify where code goes wrong and 'debug' successfully.</p> <p>Use 'sensors' and 'conditions' within code so that they work the correct way.</p> <p>Understand the difference between repeating loops and forever loops.</p>