



Computing Skills and Knowledge

Expected by the End of Year 2

Generic Skills	Computer Science
<ul style="list-style-type: none"> • use appropriate ICT vocabulary • know how to load programs independently • know how to save work and retrieve work independently • make simple modifications to their work (edit) • practise keyboard skills using both hands • have experience of a range of ICT equipment and software • describe their work and how they have used ICT 	<p>Control and Programming</p> <ul style="list-style-type: none"> • control a programmable robot, with a purpose (defined by either teacher or child) • understand that , once programmed, a programmable robot can repeat the same instructions • plan and create a sequence of instructions to a move a programmable robot • give instructions to a friend (using forward, backward and turn) and physically follow their instructions • tell you the order needed to do things to make something happen and talk about this as an algorithm • program a robot or software to do a particular task • use programming software to make objects move • watch a program execute and spot where it goes wrong in order to debug it
Digital Literacy	Information Technology
<p>Research</p> <ul style="list-style-type: none"> • Know how to use the internet for research • with support (Favourites file, hyperlinks set up by the teacher) use the Internet to find information for a topic <p>Data handling</p> <ul style="list-style-type: none"> • independently plot data as a pictogram, block chart or bar graph • be aware that graph types can be changed • interpret the graphs - discuss the graphs and answer simple questions • use the search tools in a prepared database to answer simple questions <p>E-Safety</p> <ul style="list-style-type: none"> • agree and use sensible rules to keep safe when using technology • know why it is important to be kind and polite online and in real life • know that not all information online is true • understand the need to keep passwords and personal information private • identify some possible risks to devices • identify similarities and differences between people I know and people I see in the media/online 	<p>Graphics and digital video</p> <ul style="list-style-type: none"> • be able to use an art package as an alternative medium • use a digital camera or digital video camera to take appropriate pictures or video for a specific purpose • add captions or sound to digital pictures or video • with support, be able to do simple manipulation of images using an art package or other software e.g. the digital camera's software <p>Sound</p> <ul style="list-style-type: none"> • use sound buttons and microphones independently to record and playback sounds e.g. own voice, others voices • know that sound can be recorded on the computer as a sound file • use music software to experiment, create and play their own compositions • with support, evaluate and modify (edit) their own compositions <p>Word Processing and email</p> <ul style="list-style-type: none"> • know that text can be saved and retrieved • change the font style, size and colour • print their work using the Print icon • use the cursor (arrow) keys for simple on screen editing • with support, import graphics and add text • with support, write and send a short email e.g. to Santa <p>Multimedia</p> <ul style="list-style-type: none"> • with support, use a storyboard to do simple editing of a sequence of digital pictures or video e.g. change sequence, add transitions