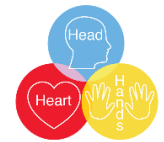




Year Two

Autumn

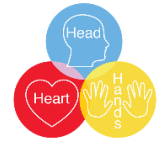
Crucial Knowledge- Online Safety/Keyboard and Mouse Skills/IT around us	Expanded Knowledge	Apply/Prove
<p>IT Around Us:</p> <ul style="list-style-type: none"> • Know that information technology is anything that is a computer, has a computer inside or works with computers. • Identify examples of computers and their uses. • Identify that a computer is a part of information technology. • Know how to open a file on a computer/laptop. • Know how to move and resize images on a computer/laptop or tablet. • List different uses of information technology. • Compare different types of information technology and explain how they help people. • Recognise and name how to use information technology responsibly. 	<ul style="list-style-type: none"> • Explain the purpose of information technology in the home. • Recognise that information technology can be connected. • Explain simple guidance for using information technology in different environments and settings. • Identify websites and apps that are just right or not right. • Know what to do when you do not have a good feeling when using technology. 	<ul style="list-style-type: none"> • Performing the online safety learning songs. • Verbal responses to questioning. • Written/drawn responses to lessons. • Teacher’s observation notes.
<p>Keyboard and Mouse Skills:</p> <ul style="list-style-type: none"> • A keyboard is used on technology to input information. • We use a QWERTY keyboard. 		



<ul style="list-style-type: none">• The home row of a keyboard is where you place your hands.• F and J has raised bumps on the keyboard as guidance to hand placement.• A mouse lets you move a cursor and input an action.• You can left click, right click and double click.		
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Spring

Crucial Knowledge- Pictograms Unit	Expanded Knowledge	Apply/Prove
<ul style="list-style-type: none">• Know how to record data in a tally chart using information technology.• Know how to represent a tally count as a total using information technology.• Compare totals in a tally chart using information technology.• Enter data onto a computer.• Use a computer to view data in a different format.• Organise data in a tally chart using information technology.• Use a tally chart to create a pictogram using information technology.• Tally objects using a common attribute using information technology.• Create a pictogram to arrange objects by an attribute using information technology.• Choose a suitable attribute to compare people using information technology.• Use a computer program to present information in different ways.• Share what I have found out using a computer.	<ul style="list-style-type: none">• Represent a tally count as a total.• Use pictograms to answer simple questions about objects.• Explain what the pictogram shows.• Answer more than/less than, most/least questions about an attribute.• Create a pictogram and draw conclusions from it.• Give simple examples of why information should not be shared.	<ul style="list-style-type: none">• Verbal responses to questioning.• Saved evidence of online content.• Written/drawn responses to lessons.• Teacher's observation notes.• Pictures of Pictogram results. Completed worksheets.



Summer

<i>Crucial Knowledge- Robot Algorithms Unit</i>	<i>Expanded Knowledge</i>	<i>Apply/ Prove</i>
<ul style="list-style-type: none">• Know that an algorithm is a series of specific instructions in order.• Use an algorithm to program a sequence on a floor robot.• Follow a sequence using information technology.• Predict the outcome of a sequence.• Explain the choices made during mat design.• Identify different routes around the mat.• Create an algorithm to meet my goal.• Use my algorithm to create a program.• Plan algorithms for different parts of a task.• Test and debug each part of the program.	<ul style="list-style-type: none">• Give clear and unambiguous instructions.• Create different algorithms for a range of sequences (using the same commands).• Show the difference in outcomes between two sequences that consist of the same commands.• Compare my prediction to the program outcome.• Explain what my algorithm should achieve.• Put together the different parts of my program.	<ul style="list-style-type: none">• Using bee bots or the bee bot emulator website for algorithms.• Verbal responses to questioning.• Written/drawn responses to lessons.