<table>
<tr><th colspan="2">Year 2 Computing Autumn</th></tr>
<tr><td>Unit 2.2 Purple Mash: Online Safety*
To know how to refine searches using the Search tool. • To use digital technology to share work on Purple Mash to communicate and connect with others locally. • To have some knowledge and understanding about sharing more globally on the Internet. • To introduce Email as a communication tool using 2Respond simulations. • To understand how we should talk to others in an online situation. • To open and send simple online communications in the form of email. • To understand that information put online leaves a digital footprint or trail. • To identify the steps that can be taken to keep personal data and hardware secure. Key Learning Key Resources
Start Teach Computing: Programming A- Robot Algorithms (Bee Bots and Blue Bots physical programming)*</td><td>Teach Computing: Programming A- Robot Algorithms (Bee Bots and Blue Bots physical programming)*
To develop learners' understanding of instructions in sequences and the use of logical reasoning to predict outcomes. Learners will use given commands in different orders to investigate how the order affects the outcome. Learn about design in programming. Develop artwork and test it for use in a program. Design algorithms and then test those algorithms as programs and debug them.
Unit 2.6 Purple Mash Creating Pictures
• To learn the functions of the 2Paint a Picture tool. • To learn about and recreate the Impressionist style of art (Monet, Degas, Renoir). • To recreate Pointillist art and look at the work of pointillist artists such as Seurat. • To learn about the work of Piet Mondrian and recreate the style using the lines template. • To learn about the work of William Morris and recreate the style using the patterns template. • To explore surrealism and eCollage.</td></tr>
<tr><th colspan="2">Spring</th></tr>
<tr><td>Unit 2.1 Purple Mash: Coding*
• To understand what an algorithm is. • To create a computer program using an algorithm. • To create a program using a given design. • To understand the collision detection event. • To understand that algorithms follow a sequence. • To design an algorithm that follows a timed sequence. • To understand that different objects have different properties. • To understand what different events do in code. • To understand the function of buttons in a program. • To understand and debug simple programs</td><td>Unit 2.3: Purple Mash Spreadsheets*
• To use 2Calculate image, lock, move cell, speak and count tools to make a counting machine. • To learn how to copy and paste in 2Calculate. • To use the totalling tools. • To use a spreadsheet for money calculations. • To use the 2Calculate equals tool to check calculations. • To use 2Calculate to collect data and produce a graph.
Safer Internet Day- assembly and lesson*</td></tr>
<tr><th colspan="2">Summer</th></tr>
<tr><td>Unit 2.4: Purple Mash Questioning
Learn about data handling tools that can give more information than pictograms. •Use yes/no questions to separate information. • Construct a binary tree to identify items. • Use 2Question (a binary tree database) to answer questions. Use a database to answer more complex search questions. • Use Search tool
Unit 2.5: Purple Mash Effective Searching*
To understand the terminology associated with searching. • To gain a better understanding of searching on the Internet. • To create a leaflet to help someone search for information on the Internet.</td><td>Unit 2.8: Purple Mash Presenting ideas
• To explore how a story can be presented in different ways. • To make a quiz about a story or class topic. • To make a fact file on a non-fiction topic. • To make a presentation to the class.</td></tr>
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