



## Computing Curriculum Overview - Year 2

	Unit	Details
Autumn One	<b>Computer Systems and Networks - IT Around Us</b>	Pupils explore how IT benefits society in places such as shops, libraries, and hospitals. Whilst discussing the responsible use of technology, and how to make smart choices when using it.
Autumn Two	<b>Programming A - Robot Algorithms</b>	Pupils will use given commands in different orders to investigate how the order affects the outcome. They will also learn about design in programming. They will develop artwork and test it for use in a program. They will design algorithms and then test those algorithms as programs and debug them.
Spring One	<b>Creating Media - Digital Photography</b>	Pupils will learn to recognise that different devices can be used to capture photographs and will gain experience capturing, editing, and improving photos.
Spring Two	<b>Creating Media - Digital Music</b>	Pupils will explore how music can make them think and feel. They will make patterns and use those patterns to make music with both percussion instruments and digital tools. They will also create different rhythms and tunes, using the movement of animals for inspiration.
Summer One	<b>Programming B - Introduction to Animation</b>	Pupils will explore the way a project looks by investigating sprites and backgrounds. They will use programming blocks to use, modify, and create programs. Learners will also be introduced to the early stages of program design through the introduction of algorithms.
Summer Two	<b>Data Handling</b>	In this unit, pupils will understand what data is and collect it as a tally. They will then use software to create a bar chart / pie chart / line chart suitable for the data.