



Computing

Year 2

Term by Term Coverage

Fairisle Infant and Nursery School



Expect Success

Autumn 1: Online Safety and Key Skills

Can you say what we are learning in our topic 'Pirates'?

By the end of this half term, children should know:

- how to log on and off safely
- how to send and receive an email safely
- how to keep their personal information safe
- to report something they are worried about
- why passwords are necessary

Vocabulary:

Email: a message that is sent and received on a computer.

Lock it, Block it, Show it, Tell it: keep your passwords locked and safe, block rude or nasty messages, show an adult something that makes you feel upset, tell it is telling an adult if you feel bullied.

Log in: using a username and passwords to access a system and online learning platform.

Log out: leaving a learning platform and shutting down a computer.

Password: a series of letter, numbers and characters that logs you on to something in combination with username.

Personal information: any information that identifies you including passwords, addresses and phone numbers.



Lock it



Block it



Show it



Tell it



2Email

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Autumn 2: Creating Pictures

Can you say what we are learning in our topic 'Remember, Remember'?

By the end of this half term, children should know how:

- use art packages creatively
- there are different ways you can represent images digitally
- to create a piece of art work using fill button and straight line
- to select colours and use the effectively

Vocabulary:

Composition: creative work, especially a poem or piece of art-work.

Digitally: by means of digital or computer technology.

Image: picture or object that represents something.

Packages: group of programs that can be used to create art-work.

Retrieve: open work that has been saved previously.

Save: keep your work as you create something so you can access it again.

Username: name/email that is use by a person to access a system

2Do: a task set on Purple Mash platform for children to access.



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[Not my school, choose another?](#)

Log in

[Forgot password?](#)

[Can't Log in?](#)



Spring 1: Coding

Can you say what we are learning in our topic 'Great Fire of London'?

By the end of this half term, children should know how to:

- read code and predict what will happen
- follow and create a set of instructions
- begin experimenting with variable in code
- find the property of an object and how to change them
- 'debug' code

Vocabulary:

Action: something you can program an object to do.

Debug: to find and remove errors from computer hardware or software.

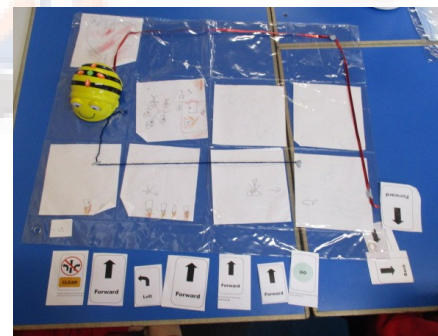
Event: code that causes a command to run.

Instructions: a direction or order.

Object: something that you can program to do actions.

Predict: say what you think will happen when a piece of code runs.

Variable: able to be changed or adapted.



Spring 2: Coding

Can you say what we are learning in our topic 'The Unsinkable journey'?

By the end of this half term, children should know how to:

- program an algorithm that moves an object on screen and use a collision detector
- read code and predict what will happen
- use the timer-after command is and how to use it
- find the property of an object and how to change them
- 'debug' code

Vocabulary:

Algorithm: a precise set of instructions that solves a problem or achieves an objective.

Collision detector: detecting when two characters on the screen touch each other.

Command: a single instruction in a computer program.

Design mode: used to create the look of a 2Code computer program.

Scale: something that controls the size of an object.

Timer: use this command to run a block of commands after a times delay or at regular intervals.

The screenshot shows the 2Code coding environment. At the top, there is a challenge: "Challenge: When you click the princess can you make her move right, towards the frog?". Below the challenge, there is a code block with a "when clicked" event and a "princess" object. The interface includes a "Run" button, a "Design" button, and a "Help" icon. The background features a faint illustration of a princess and a frog.

Summer 1: Digital Literacy

Can you say what we are learning in our topic 'Fantasy Creatures'?

By the end of this half term, children should know how to:

- Identify the differences between an e-book and a traditional book
- add animation to a story book
- add sound to a story book including voice recordings
- save and edit work

Vocabulary:

animation: process of giving the illusion of movement to drawings and models.

display board: a way to share your work on Purple Mash.

e-book: short for electronic book; a book that can be read on the computer or other electronic device.

file: a piece of work on the computer.

font: the style of text used in a piece of writing on the computer or tablet.

sound effect: a sound other than speech or music made for use in a play, film or computer file.



2Create a Story



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