



# Year 2



## Computing Skills Progression

	Year Group	2	Class		Teacher	
UNIT	TERM 1		TERM 2		TERM 3	
TOPIC						

### Computing Programme of Study

#### Purpose of study

A high-quality computing education equips pupils to use computational thinking and creativity to understand and change the world. Computing has deep links with mathematics, science, and design and technology, and provides insights into both natural and artificial systems. The core of computing is computer science, in which pupils are taught the principles of information and computation, how digital systems work, and how to put this knowledge to use through programming. Building on this knowledge and understanding, pupils are equipped to use information technology to create programs, systems and a range of content. Computing also ensures that pupils become digitally literate – able to use, and express themselves and develop their ideas through, information and communication technology – at a level suitable for the future workplace and as active participants in a digital world.

#### Aims

The national curriculum for computing aims to ensure that all pupils:

- can understand and apply the fundamental principles and concepts of computer science, including abstraction, logic, algorithms and data representation
- can analyse problems in computational terms, and have repeated practical experience of writing computer programs in order to solve such problems
- can evaluate and apply information technology, including new or unfamiliar technologies, analytically to solve problems
- are responsible, competent, confident and creative users of information and communication technology.

#### Skills Progression

Throughout the year, pupils are expected to learn, apply and understand the following skills and processes in age appropriate tasks and activities.

They should be taught to:

#### Computers

- recognise common uses of information technology beyond school

#### Using Computer

- use technology purposefully to create, organise, store, manipulate and retrieve digital content
- use technology purposefully to create digital content comparing the benefits of different programs

#### E-Safety

- use technology safely and keep personal information private

#### Coding

- use logical reasoning to predict behaviour of simple programs
- create and debug simple programs
- debug simple programs by using logical reasoning to predict the actions instructed by the code
- understand that programs execute by following precise and unambiguous instructions



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UNIT	TERM 1		TERM 2		TERM 3			
TOPIC								
Knowledge & Skills								
Pupils who are working above expectations								
Total number of pupils in class								
Pupils who have not yet reached expectations								
Teacher Comments								
Subject Leader Action								