



As a Year 2 Computer Scientist I will know...

<p><u>Computing systems and networks</u></p> <p>recognise different types of computers used in school identify that a computer is part of information technology recognise the features of information technology talk about the uses of information technology say how rules for using information technology can help us explain how information technology benefits us recognise that choices are made when using information technology</p>	<p><u>Creating media - Digital photography</u></p> <p>to recognise that some digital devices can capture images using a camera to talk about how to take a photograph to recognise that photographs can be saved and viewed later to recognise features of a good photographs to identify how a photograph could be improved to explain the effect of light on a photograph to recognise that photographs can be changed after they have been taken to recognise that some images are not accurate</p>	<p><u>Creating media - Making music</u></p> <p>identify that computers can be used to play sounds of different instruments to identify that the same pattern can be represented to compare playing music on instruments with making music on a computer</p>
<p><u>Data and information - pictograms</u></p> <p>to use a tally chart to collect data to compare objects that have been grouped by attribute to suggest appropriate headings for tally charts and pictograms to construct (complete) a given comparison question to use a computer program to present information in different ways to explain that we can present information using a computer to give simple examples of why some information should not be shared</p>	<p><u>Programming A - Robot algorithms</u></p> <p>to describe that a series of instructions is a sequence to explain what happens when we change the order of instructions to recall that a series of instructions can be issued before they are enacted to recognise that you can predict the outcome of a program</p>	<p><u>Project Evolve</u></p> <p>self image and identity online relationships online reputation online bullying managing online information health, wellbeing and lifestyle privacy and security copyright and ownership</p>



As a Year 2 Computer Scientist I can...

- Information technology around us
- describe some uses of computers
- identify information technology around school
- identify information technology beyond school
- use technology safely

Digital photography

- capture a digital image
- take photographs in both landscape and portrait format
- view photographs on a digital device
- decide which photographs to keep
- hold the camera still to take clear photographs
- use zoom to change the composition of a photograph
- consider lighting before taking a photograph
- use filters to edit the appearance of a photograph
- improve a photograph by retaking it

Programming A

- choose a series of words that can be enacted as a sequence
- choose a series of instructions that can be run as a program
- create a program
- trace a sequence to make a prediction
- run a program on a device
- debug a program that i have written



As a Year 2 Computer Scientist I can...

Data and Information - Pictograms

- show I can enter data onto a computer
- To recognise that people, animals and objects can be described by attributes
- To use a computer to view data in different formats
- To use pictograms to answer single-attribute questions
- To use a computer to answer comparison questions (graphs, tables)

Digital music

- experiment with musical patterns on a computer
- experiment with different sounds on a computer
- use a computer to create a musical pattern
- use a computer to compose a rhythm and a melody on a given theme
- use a computer to play the same music in different ways (tempo)
- evaluate a musical composition created on a computer
- improve a musical composition created on a computer

Project Evolve