



Year 2 Computing Subject Map



DRIVER WORDS			
<i>EYFS</i>	<i>Year 1</i>	<i>Year 2</i>	<i>Year 3</i>
Describe, Perform, Record, Explore, Create, Identify	Sequence instructions, Control devices, Classify, Represent data, Retrieve, Recognise e-safety issues	Plan, Construct, Record, Save, Retrieve, Use different kinds of data, Understand protection of personal information	Create algorithms, Explain, Modify, Search, Publish, Communicate, Understand password security

AGE RELATED EXPECTATIONS					
COMPUTER SCIENCE		INFORMATION TECHNOLOGY		DIGITAL LITERACY/INTERNET SAEFTY	
<i>Algorithms, problem solving and reasoning</i>	1. Describe algorithms as sequences of instructions or sets of rules in everyday contexts; understand the importance of order and accuracy of these. 2. Program on screen using sequences of instructions to implement an algorithm. 3. Create programs as sequences of instructions when programming on screen, correcting any errors. 4. Begin to experiment with variables.	<i>Digital Productivity, Creating Content</i>	7. Store, organise and retrieve content on digital devices for a given purpose. 8. Create and edit original content for a given purpose using digital technology. 9. Present findings using software and interpret the data. 10. Input data accurately and present this information in graphical format.	<i>Safe Use</i>	11. Explain what personal information is and develop awareness of why it is special and should not be shared. 12. Explain what to do if they have concerns about content or contact online. 13. Know the implications of inappropriate online searches 14. Keep safe and show respect to others while using digital technology.
<i>Logical Reasoning</i>	5. Give logical explanations of what a program will do under given circumstances, including some attempt at explaining why it does what it does.	<i>Searching</i>		<i>Uses beyond school</i>	15. Identify ways they can use the Internet to communicate with family and friends. 16. Show an awareness of how IT is used for a range of purposes beyond school.
<i>Networks and Search engines</i>	6. Explain and understand how an email is sent.			<i>Digital Creativity</i>	

COMPUTING VOCABULARY
Algorithm, blocks , debug, execute, manipulate, organise, scripted, sequence, software, sprite, store, predict, program ,retrieve, reverse, engineer, content, network , personal information, private ,world wide web app/application, command, computer, data, device, digital, download, home button, input, internet, iPad, laptop, log in/