

Year 2- Skills & Knowledge Progression By Strand

Year	Multimedia	Programming	Online	E-Safety	Data
2	<p>Unit 1: Sound recording (Audacity / Photostory) Use sound recorders, at and away from, a computer to capture and playback sound.</p> <p>Use software to record music and sounds.</p> <p>Change sounds they have recorded.</p> <p>Save, retrieve and edit sounds.</p> <p>Unit 2: Video (Movie Maker) Capture video.</p> <p>Discuss which videos to keep and why.</p> <p>Arrange clips to make a short film that conveys</p>	<p>Unit 1: Daisy Dino – iPad App Use the ‘repeat’ (loop) and ‘when’ (conditional statement) command within a series of instructions.</p> <p>Plan a short ‘story’ for a sprite and write the commands for this.</p> <p>Edit/refine a sequence of commands.</p> <p>Unit 2: Move the turtle - Logo Generate a sequence of instructions including ‘right angle’ turns.</p> <p>Create a sequence of instructions to generate simple geometric shapes (oblong /square).</p>	<p>Email Recognise an email address.</p> <p>Find the @ key on a keyboard.</p> <p>Contribute to a class email.</p> <p>Open and select to reply to an email as a class.</p>	<p>Identify obviously false information in a variety of contexts.</p> <p>Recognise that a variety of devices (XBox, PSP etc as well as computers and phones) connect users with other people.</p> <p>Identify personal information that should be kept private.</p> <p>Consider other people’s feelings on the internet.</p> <p>Remember and use <i>Sid’s Top Tips</i>.</p>	<p>Place objects and pictures in a list or a simple table.</p> <p>Make a simple Y/N tree diagram to sort information.</p> <p>Create and search a branching database.</p>

	<p>meaning.</p> <p>Add simple titles and credits.</p> <p>Select text and make simple changes including bold, italic and underlined.</p>	<p>Discuss how to improve/change their sequence of commands.</p>			
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Year 2 - Key Knowledge Objectives – Programming

- Steps can be repeated within algorithms
- Algorithms can be represented in simple formats [storyboards and narrative text]
- Particular tasks can be accomplished by creating a program for a computer. Some computers allow their users to create their own programs.