

Year 2			
Autumn 1	Computing systems and networks	Autumn 2	Programming 1
	What is a computer? Exploring what a computer is by identifying how inputs and outputs work and how computers are used in the wider world. Designing a computerised invention.		Algorithms and debugging Developing an understanding of; what algorithms are, how to program them and how they can be developed to be more efficient including the introduction of loops.
Spring 1	Computing systems and networks	Spring 2	Programming 2
	Word processing Developing touch typing skills, learning keyboard shortcuts and simple editing tools.		ScratchJr Exploring what 'blocks' do' by carrying out an informative cycle of predict > test > review. Programming a familiar story and make a musical instrument.
Summer 1	Creating media	Summer 2	Data handling
	Stop Motion Learning how to create simple animations from storyboarding creative ideas.		International Space Station Learning how data is collected, used and displayed and the scientific learning of the conditions needed for plants and humans, to survive.
Online safety	Online safety		
	Online safety Y2 Learning: how to keep information safe and private online; who we should ask before sharing things online and how to give, or deny permission online.		