



Year 2 Computing

Autumn 1: We Are Astronauts (Programming on screen in ScratchJr)

Session	National Curriculum Statement	WALT	Learning Outcomes (Success Criteria)	Resources	Vocabulary
<p>Subject Cultural Capital = Using & Applying computing knowledge to solve problems</p> <p>Differentiation = please see the differentiation for the EXC EM & SEND (Please see SEND pupils IEPs when planning)</p> <p>Minimum expectations to check for understanding during lessons = targeted questioning / mini whiteboards/ peer talk /thumb signs</p> <p>Long term memory skill development strategy = LAST, LAST, LAST linked to the WALT</p> <p>Literacy & Numeracy skills development = ICT vocabulary bank linked to the WALT & include numeracy skills where they are linked to the WALT in the weekly planning</p>					
<p>Online Safety: Remind parents/carers about their responsibility to monitor their children’s use of technology and advise them to set sensible limits on the amount of screen time they have.</p>					
1. Unplugged	Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions.	To plan a sequence of movements, and revisit ideas about programming and algorithms	Children are able to write algorithms to move from one place to another. Children use directions North, South, East and West.	Laptops/Desktops iPads Scratch BeeBots	Programming Code Algorithm bugs
2. Moving the sprite	Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions.	To learn the ScratchJr interface and program sprite movement	Children are able to write an algorithm to move a “spacecraft” on Scratch. Children can use shrink, drag and go home instructions. Children can predict what will happen before they run their program.	Laptops/Desktops iPads Scratch BeeBots	Programming Code Algorithm Bugs sprite

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3. Output and working with multiple sprites	Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions.	To understand output in ScratchJr and introduce pupils to working with multiple sprites	Children can add text and audio to their sprites.	Laptops/Desktops iPads Scratch BeeBots	Programming Code Algorithm Bugs/Debug Sprite Output/input Parallel Processing
4. Input and messages	Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions.	To understand input in ScratchJr and how sprites can pass messages to each other	Children can plan, code, predict, test and debug their code.	Laptops/Desktops iPads Scratch BeeBots	Programming Code Algorithm Bugs/Debug Sprite Output/input Parallel Processing
5. Repetition	Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions. Create and debug simple programs. Use logical reasoning to predict the behaviour of simple programs.	To understand repetition in ScratchJr	Children can create a repeating loop of instructions	Laptops/Desktops iPads Scratch BeeBots	Programming Code Algorithm Bugs/Debug Sprite Output/input Parallel Processing Repetition
6. Exploration	Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions. Create and debug simple programs. Use logical reasoning to predict the behaviour of simple programs.	To create original drawings for planets and spacecraft in ScratchJr	Children can edit sprites and backgrounds.	Laptops/Desktops iPads Scratch BeeBots	Programming Code Algorithm Bugs/Debug Sprite Output/input Parallel Processing