

## Ludgershall Castle Primary School

### Computing

#### Year 2 Skills

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|--------------------------|--|--|
| <b>Computing Systems</b> | <ul style="list-style-type: none"><li>-To recognise the uses and features of information technology</li><li>-To identify the uses of information technology in the school</li><li>-To identify information technology beyond school</li><li>-To explain how information technology helps us</li><li>-To explain how to use information technology safely</li><li>-To recognise that choices are made when using information technology</li></ul>   |  |
| <b>Creating Media</b>    | <ul style="list-style-type: none"><li>-To use a digital device to take a photograph</li><li>-To make choices when taking a photograph</li><li>-To describe what makes a good photograph</li><li>-To decide how photographs can be improved</li><li>-To use tools to change an image</li><li>-To recognise that photos can be changed</li><li>-To say how music can make us feel</li><li>-To identify that there are patterns in music</li><li>-To experiment with sound using a computer</li><li>-To use a computer to create a musical pattern</li><li>-To create music for a purpose</li><li>-To review and refine our computer work</li></ul>   |  |
| <b>Data Information</b>  | <ul style="list-style-type: none"><li>-To recognise that we can count and compare objects using tally charts</li><li>-To recognise that objects can be represented as pictures</li><li>-To create a pictogram</li><li>-To select objects by attribute and make comparisons</li><li>-To recognise that people can be described by attributes</li><li>-To explain that we can present information using a computer</li></ul>   |  |
| <b>Programming</b>       | <ul style="list-style-type: none"><li>-To describe a series of instructions as a sequence</li><li>-To explain what happens when we change the order of instructions</li><li>-To use logical reasoning to predict the outcome of a program</li><li>-To explain that programming projects can have code and artwork</li><li>-To design an algorithm</li><li>-To create and debug a program that I have written</li><li>-To explain that a sequence of commands has a start</li><li>-To explain that a sequence of commands has an outcome</li><li>-To create a program using a given design</li><li>-To change a given design</li><li>-To create a program using my own design</li><li>-To decide how my project can be improved</li></ul> |  |