

Autumn	Spring	Summer	 
e-Safety- planned within PSHE / Citizenship using Somerset BYTE Awards I am kind and responsible Agree class internet rules based on personal responsibilities. Include cyberbullying messages in Anti-bullying week.	e-Safety- planned within PSHE / Citizenship using Somerset BYTE Awards I am safe Keep personal details private, consider who you are talking to online and make sure a trusted adult knows what you are doing online. Use Safer Internet Day to focus on use of the internet and different technologies.	e-Safety – planned within PSHE / Citizenship using Somerset BYTE Awards I am healthy Consider age-appropriate and healthy use of technology. Include consideration of time spent using technology and recognition of appropriate websites and games in Health week.	
Programming 4 OR 5 - CORE Year 2 Light up my Lightbot or Moving Around to Fix My Factory both 3 sessions - Follow instructions to move through obstacle course - Talk through algorithms - Work through levels of tasks 'Write' programs with cards - Predict and debug sequences	Handling Data 1 – CORE Year 2 Sorting My Birds 5 sessions - Investigate and sort bird pictures - Talk about types of data and how it can be collected - Make a decision tree - Generate questions - Collect, record & present data - Compare different ways to present information	Programming 1 - CORE Year 2 Making My Moves with Scratch Jr 4 sessions - Use blue programming blocks to make cat move - Use trigger blocks to start a sequence - Investigate speed block and create a race - Add hide, show and tell blocks - Create a wizard scene	Basic Skills (to support my learning across the curriculum) - Use personal log in for online resources - Open Apps and software - Save and Open files and images - Insert images within apps and software - Use simple children's search engine eg Kiddle - Use keyboard to enter text (index fingers left and right hand) - Know when and how to use the RETURN/ENTER key. - Use SHIFT and CAPS LOCK to enter capital letters - Use DELETE and BACKSPACE buttons to correct text Additional unplugged activities to reinforce computational thinking Program the teacher (10 minutes) - Give instructions to the teacher to move to a particular destination in the classroom OR make a sandwich or other activity - Explain how providing clear instructions is critical to computer programming. https://www.scratchjr.org/teach.html Tut, clap or jive (30 minutes) - Create sequences of movements including hand clapping, hand tutting or hand jive - Start to think about breaking problems down or decomposing Sign up free to Barefoot Computing.
TIOL 2 – CORE Year 2 Do I Trust My Internet Search? 2/3 sessions - Think about 'What is the internet?' - Look at the validity of Tomato Spider website - Consider where the information on school website comes from - Make own creature and information on a 'website'	Multimedia 3 – CHOICE Year 2 My News Report 2/3 sessions - Plan and present a news report about an animal - Talk about how they save and retrieve the video - Provide feedback such as 'two stars and a wish' as they watch each other's videos	Multimedia 1 – CORE Year 2 Present My Information 4+1 sessions - Explore ways in which we can present information - Present information we have researched - Develop key board skills - Share the information with others using a class blog, school website, etc	
	TIOL 1 - CORE Year 2 Technology in My Life 2 sessions - Think about technology - Present the technology as a day timeline - Talk about the benefits of using technology - Look at a map of a town and talk about the different technologies that are used	Open Ended Challenge Identify an appropriate challenge to allow children to - Use computational thinking to plan, develop and evaluate their use of technology - Have a differentiated learning experience including developing mastery - Demonstrate attainment in computing	