Computing Termly Plan - Year 2 Term 3

Topics	Area of Computing	Objectives	Computing vocabulary
Coding and programming: The lively cat • What is scratch? • Choosing a backdrop • Choosing a sprite • Adding sounds • Making the sprite move. • The drawing bug. • Assessment	❖ coding ❖ programming ❖ controlling ❖ designing	**By the end of the topic learners should:** ♣ Understand what computer programs are. ♣ Know how to run a computer program. ♣ Know how to make changes to a computer program.	☺ programming language ☺ stage ☺ block ☺ script ☺ computer program ☺ backdrop
Computers in the society: Technology at work. • How we use technology. • Technology questions. • Doing an interview. • Interview findings. • Preparing to share findings. • Sharing our findings. • Revision.	❖ conduct an interview ❖ sharing findings ❖ researching ❖ evaluation	♣ Understand how different people use technology. ♣ Learn to ask someone questions about how others use technology in a polite way ♣ Know how to share a piece of equipment ♣ Understand how to share your findings with others.	☺ interview ☺ problem ☺ question ☺ recording ☺ technician ☺ technology