

Year 2 – Long Term Planning Ideas		
Online Safety and Digital Literacy also see Education for a Connected World	Information Technology	Computer Science
<ul style="list-style-type: none"> Know devices that enable direct communication between people through images and text. <p>We the Digital Citizens – Common Sense Media https://www.commonsense.org/education/digital-citizenship/lesson/we-the-digital-citizens</p> <p>Chicken Clicking (Book) – not available in electronic format Could be downloaded in I books and projected onto whiteboard</p> <p>Jessie and Friends Think U Know – Episode 3 Playing Games https://www.thinkuknow.co.uk/professionals/resources/jessie-and-friends/</p> <ul style="list-style-type: none"> Know what personal information is and that they should never share this with anyone they don't know. <p>That's Private – Common Sense Media https://www.commonsense.org/education/digital-citizenship/lesson/thats-private</p> <p>Digital Trails – Common Sense Media https://www.commonsense.org/education/digital-citizenship/lesson/digital-trails</p> <p>CEOP - Hector's World https://www.thinkuknow.co.uk/Teachers/Resources/</p> <ul style="list-style-type: none"> Know that they should tell a trusted adult if they are upset or worried about anything on a device. <p>Digi Duck - http://www.kidsmart.org.uk/teachers/ks1/sourcesduck/projet/digiduck-ebook.pdf</p> <p>Putting a stop to online meanness – Common Sense Media https://www.commonsense.org/education/digital-citizenship/lesson/putting-a-stop-to-online-meanness</p> <ul style="list-style-type: none"> With support be able to use a safe search engine e.g. Swiggle https://swiggle.org.uk/ 	<ul style="list-style-type: none"> Be able to confidently use pointing device Know how to type and format text including basic punctuation and capital letters <p>(Keyboard Activity) http://primarygamesarena.com/Play/Keyboard-2030</p> <p>Use for writing - https://www.j2e.com/jit5# - basic word processor</p> <p>Other software Publisher / Word / Powerpoint / Keynote / Book Creator</p> <ul style="list-style-type: none"> Be able to combine simple text and graphics <p>For instance create a poster for a purpose / leaflet / invitation / electronic book Publisher / Word / Powerpoint / Keynote / Book Creator</p> <ul style="list-style-type: none"> Be able to add and create simple images <p>Draw or modify a picture https://www.j2e.com/jit, Textease Paint, Collage or equivalent related to other work in the curriculum. Add a suitable picture into a piece of work.</p> <ul style="list-style-type: none"> Be able to save, retrieve and print work <p>For instance create a poster in Publisher, save it, amend it and print it.</p>	<ul style="list-style-type: none"> Know how to program a robot to achieve set goal (sequence of 6-7 instructions: maze, point collecting) <p>Beebots – more complex routes. Make routes using precise instructions To develop further use a more complex robot eg Probot</p> <p>Probot used to develop mathematical language of ¼ turn / clockwise /anti clockwise</p> <ul style="list-style-type: none"> Begin to use block programming e.g. Scratch Junior (Alex, Daisy Dino) to complete a simple program. <p>Scratch Junior Travel Planning <i>Creating an algorithm and changing it into code</i> http://code-it.co.uk/scratchjrtravelling</p> <p>Alex Sequencing instructions and debugging to solve simple problems</p> <ul style="list-style-type: none"> Be able to debug more complex problems e.g. a route on a Bee Bot / Blue Bot / Probot /Alex / Logo etc... maze. <p>Bee Bot / Blue Bot AppUse more complex routes eg map of UK / Europe / World on the floor . Can you drive from London to Newcastle.....</p> <p>Use more complex robots</p> <p>Alex Sequencing and debugging harder problems (L10 plus)</p> <p>Scratch Junior Dance Planning http://code-it.co.uk/scratchjrdance</p>

Note – this should be customised for each school as exact activities will depend on the prior experiences of the children and the available equipment.