



Godfrey Ermen Primary School
Lesson overviews Year 2



Autumn	Spring	Summer
<p>Computing systems and networks 1: What is a computer?</p> <p>L1: Computer parts To recognise the parts of a computer L2: inputs To recognise how technology is controlled L3:technology safari To recognise technology L4:invention To create a design for an invention L5: real world play To understand the role of computers</p>	<p>Programming 2</p> <p>L1- Scratch Junior Tinkering L2- create an animation (loop) L3: scratch Junior follow an algorithm (creating jokes) Challenge L5 three little pigs</p>	<p>Computing systems and networks 2: Word processing</p> <p>L1: to begin to learn to touch type- key board detectives L2: learn to use a word processor- learning key board shortcuts. L3: Newspaper writer- adding images to a text document Challenge How many words can you type in a given time?</p>
<p>Programming 1: Algorithms and debugging</p>	<p>Technola Robotics</p>	<p>Data handling: International Space Station</p>
<p>L1:https://www.bbc.co.uk/bitesize/topics/zkcqn39/articles/zarq7ty Dinosaur move game as a class with masks and keyboard and green flag. Children give instructions on how to make the dinosaur move. L1 continued: show them the dino game on Scratch. Looking at the blocks making predictions. L2- quick draw https://www.bbc.co.uk/bitesize/topics/zkcqn39/articles/zarq7ty L5- debugging unplugged lego</p>		<p>L1: Homes in space Children learn how data is used on ISS. L2:Space bag Create a digital drawing L3: Warmer, colder Collect data L5:Goldilocks planets Interpreting data</p>

