



### Computing Objectives Year 2

Y2	Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions.	1) Give and follow an algorithm to turn right or left.
Y2		2) Give and follow an algorithm to make half and quarter turns.
Y2		3) Give and follow an algorithm using the commands right 90 and left 90.
Y2		4) Give, follow and complete an algorithm.
Y2		5) Use recognised language in an algorithm.
Y2		6) Create, test and debug an algorithm.
Y2		5) Create precise instructions for a character on a particular theme.
Y2		6) Create code for a pair of characters involving speech and movement.
Y2	Create and debug simple programs.	1) Give and follow an algorithm to turn right or left.
Y2		2) Give and follow an algorithm to make half and quarter turns.
Y2		3) Give and follow an algorithm using the commands right 90 and left 90.
Y2		4) Give, follow and complete an algorithm.
Y2		5) Use recognised language in an algorithm.
Y2		6) Create, test and debug an algorithm.
Y2		5) Create precise instructions for a character on a particular theme.
Y2		6) Create code for a pair of characters involving speech and movement.
Y2	Use logical reasoning to	5) Create precise instructions for a character on a

	predict the behaviour of simple programs.	particular theme.	
Y2		6) Create code for a pair of characters involving speech and movement.	
Y2	Use technology purposefully to create, organise, store, manipulate and retrieve digital content.	1) Use a computer mouse.	
Y2		3) Drag objects.	
Y2		6) Identify and practise computer skills.	
Y2		2) Organise ideas for a presentation.	
Y2		3) Create a simple presentation with text.	
Y2		4) Add and format an image.	
Y2		5) Reorder slides and present a presentation.	
Y2		1) Create computer art.	
Y2		2) Use a range of tools in a computer program to reproduce a style of art.	
Y2		3) Make and edit shapes to create a piece of art.	
Y2		4) Change the shade of a colour for effect.	
Y2		5) Retrieve a file to edit in a computer program.	
Y2		6) Use a range of skills to create a piece of art.	
Y2		Recognise common uses of information technology beyond school.	1) Search the internet using one word.
Y2			2) Search the Internet to find results suitable for children.
Y2	3) Follow links to another web page.		
Y2	4) Create content for an online blog.		
Y2	5) Create content for an online blog.		
Y2	1) Use a specific computer skill to reproduce a style of art.		
Y2	2) Use a specific computer skill to create and compare styles of art.		
Y2	3) Create a presentation including text and images.		
Y2	4) Retrieve, edit and organise a presentation.		
Y2	Use technology safely and	2) Switch on and shutdown computer.	

Y2	respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.	3) Launch an application and manipulate windows.
Y2		4) Save a file.
Y2		1) Use basic computer skills.
Y2		1) Use folder.
Y2		6) Search and print.
Y2		1) Stay safe when using the internet.
Y2		2) Search for information safely online.
Y2		3) Follow links safely online.
Y2		4) Use a camera to take safe photos to use online.
Y2		5) Use an online blog safely and respectfully.
Y2		6) Post positive comments and responses on a blog.