

End of Year Expectations Computing Year 2

SMSC

Spiritual Development – Use of Imagination & creativity in their learning

Willingness to reflect on their experiences

Moral Development – Ability to recognise the between right & wrong

Consequences of actions & behaviour

Investigation moral & ethical views

Social Development - Working with peers

Recognising rights of others

Cultural development – Appreciation of different cultures

Investigating & understanding national & global communities

SEN

The use of technology to train or rehearse: to support pupils with SEN gain literacy and numeracy skills e.g. lexia & maths games

The use of technology to assist learning removing barriers to communication and interaction.

The use of technology to enable learning: technology plays an active role in the learning process, perhaps by asking questions, intervening in an activity or presenting interactive scenarios or simulations.

CAREERS

App developer Software Engineer
Video Game designer IT Security Specialist
Computer Systems Analyst Web Designer

Technology Manager Database Administrator
Network Administrator Cyber Security Analyst
Data Analyst Special Effects Artist
Multimedia editor Office Worker
Teacher Business Manager

MATHS

I can use shapes to create pictures

I can use repeating patterns

I can make a fact file on a non-fiction topic using tables

I can collect, organise and present data in a digital format

I can use copying & pasting to add information to a spreadsheet

I can use the totalling tool to add values of rows & columns

I can create a table and a block graph from a spreadsheet

LITERACY

I can explore how a story can be presented in different ways

I can make a fact file on a non-fiction topic

I can collect, organise and present data in a digital format

I can search for and read information from the internet

I can create a leaflet about information on the internet

I can refine searches on the internet

I can use e mail as a communication tool

COLLABORATION

Working in groups to produce a collaborative piece of work Class blogs showing links to the community and informing parents of learning. Use of QR codes on displays & in books to bring learning to life.