Year 2 Computing Overview
2022-2023

Year Groups	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 2 (Computing outcome)	Digital Literacy & E-safety – AUP iPad expectations, iPad as learning tool.	Understanding Technology & E-safety – computing systems & network – technology around us in shops, libraries, factories	Digital Literacy – Database (numbers – Science collecting data within materials investigations). **Safer Internet Day**	Programming – Robot Algorithm – Beebots	Programming – ScratchJr – quizzes (travel from the past link)	Digital Literacy – Stop motion animation – Kenyan animals & e-books in owl babies story (Book Creator)
Cross-curricular use (Subject	History – re-calling the story of Guy Fawkes	Geography – Google Earth London – Research.	English – Book Creator presenting their independent	Geography – Google Earth continents and oceans.	D&T – Book creator - construction	Science – teacher led – time lapse hatching egg.

specific outcome)	– research & film (clips).	Geography – Teacher led use of ARMakr – VR of London with support from Year 6 Digital Leaders.	applications.	Teacher led VR to see effect of climate change on coral.		