

Milestone 1 (Year 2)

Computing

By the end of Year 2 pupils should have a 'Expected' understanding, whilst some will have an 'Deep' understanding.

	Basic	Expected	Deeper
Computer skills (every lesson)			
Are able to turn on a laptop			
Are able to login to a laptop user			
Are able to use a mouse			
Are able to open an internet browser			
Are able to access a website (such as Purple Mash)			
Are able to follow simple instructions to access online resources			
Information Technology			
Are able to demonstrate an ability to organise data, for example a database such as 2investigate (2.3, 2.4)			
Are able to retrieve certain data for conducting simple searches, for example using 2Investigate (2.4, 2.5)			
Are able to use several programs to organise information- for example, using binary trees such as 2Question or spreadsheets such as 2Calculate (2.4, 2.8)			
Are able to edit more complex digital data such as music compositions within 2Sequence (2.7 and most units)			
Are able to be more confident when creating, naming, saving and retrieving content (2.2.3, 2.4, 2.6, 2.7, 2.8 and most units)			
Are able to use a wide range of media in their digital content including photos, text and sound (2.8, 2.6)			
Digital Literacy			
Are able to effectively retrieve relevant, purposeful digital content using a search engine (2.5)			
Are able to apply their learning of effective searching beyond the classroom and share this knowledge (for example 2Publish example template) (2.5)			
Are able to make links between technology they see around them, coding and multimedia work they do in school (for example animations, interactive code and programs) (2.2)			
Are able to know the implications of inappropriate online searches (2.2, 2.5)			
Begin to understand how things are shared electronically such as posting work to the PurpleMash display board (2.2 and others)			
Are able to develop an understanding of using email safely by using 2Respond activities on PurpleMash (2.2 and others)			
Are able to know ways of reporting inappropriate behaviours and content to a trusted adult (2.2)			
Are able to understand that my creations such as programs in 2Code, need similar skills to the adult world (for example the program used for collecting money for school trips) (2.1)			

Computer Science			
Are able to explain that an algorithm is a set of instructions to complete a task (2.1)			
Are able to show awareness of the need to be precise with their algorithms so that they are successfully converted into code whilst designing simple programs (2.1)			
Are able to create a simple program that achieves a specific purpose using 2Code (2.1)			
Are able to identify and correct some errors (2.1)			
Are able to say what will happen in a program (2.1)			
Are able to spot something in a program that has an action or effect (2.1)			