Key Stage 1: Computing (Y2)

Term: Autumn 2026 - Summer 2027

National Curriculum: Computing

Pupils should be taught to:

- understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions.
- create and debug simple programs.
- use logical reasoning to predict the behaviour of simple programs
- use technology purposefully to create, organise, store, manipulate and retrieve digital content.
- recognise common uses of information technology beyond school.
- use technology safely and 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.

Topics

Internet Safety

The internet can be amazing, helping us learn, play games and speak to other people. We need to make sure we are safe from people upsetting us and also understanding the danger.

Internet research

The internet can be used to learn and find the information. We need to make sure we are only using websites that can help us and are suitable. It is important we read the web-pages carefully to find the information and use the images, videos and interactive activities, if there are any, to learn more.

Programming with Scratch Jr:

Scratch Jr is a piece of software that helps us write computer programs. It uses code blocks that all have different jobs and we sequence them (put in an order) to make something work or program a game. It also helps us learn Scratch programming skills that we can then use in the full version of Scratch.

E-book creation

Ebooks are books we create and read on digital devices. Creating an ebook on a computer has advantages over creating books on real paper. For example, we can add sounds and videos. It is also better for the environment because they do not need lots of paper from trees. We can use a website called WriteReader to make ebooks.

Key Vocabulary

Personal information - This is information about us, including our name, address, telephone number or passwords. We need to make sure that we do not put this information on the internet for people we do not know.
Sharing - The internet allows us to post photos and videos online for others to see, this is called sharing.
Permission - If we have taken a photo of video of someone else then we need to ask their permission before posting it online.
Report - If we see something online that upsets us or we think is wrong then we need to tell an adult we trust.
Trust - Not everything that we see on the internet is correct and should be trusted.
Respect - When we are talking to people online then we need to make sure we being kind and respectful.

Internet browser A piece of software used to view websites.
Web-page A web-page is a page of information on the internet that is part of a website.
Keywords These are important words from a question or the information. For example, in the question 'What clothes did the Vikings wear?' The keywords would be vikings and clothes.
Video transcript This is a written version of a video's voiceover and means you can read the information from a video as well as hear and see it.
Bullet points Information written down as a list to make it easier to understand. The quick tips above are written as bullet points

Outputs An output is information that comes out of the computer, such as sound or the display. We can program a sprite (character or object) to speak or say sound or text.
Inputs An input is information we put into a computer, such as typing on the keyboard, recording sounds with a microphone or touching the screen. We can use Scratch Jr to program something to happen when we touch a sprite, such as play a sound or a speech bubble (output).
Loops If we want the program to repeat over and over again then we add a loop.
Selection (sending messages) We can program triggers so that an input (touching the sprite) sends a message to another sprite to do something. For example, touching an arrow sprite sends a message to another sprite to move.
Scratch Jr Tips - A character or object in Scratch Jr and Scratch is called a sprite. - If you make a mistake use the undo arrow to go back a step.
Execute We need to tell our program how to start, this is called executing a program. This could be pressing the green flag, so we can put this at the start of the program.
Debug We need to to check our programs for errors and if we find an error then we need to correct it (debug).

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Topic: Internet Research	**Term: Autumn 2026**
1	Understand how a web-page displays information in different ways; text, images, videos and interactive elements.
2	Use a web-page to answer questions by using keywords.
Topic: Programming with Scratch Jr	**Term: Spring 2027**
1	Program movements.
2	Program outputs for audio or text.
3	Find errors in a program (debug).
4	Program inputs (touch or clicking)
5	Program selection/conditions (if statements)
Topic: E-book creation	**Term: Summer 2027**
1	Add a book cover with title, author, colour and image.
2	Add multiple pages based on a theme.
3	Add text on different pages.
4	Add images on different pages to match the theme/text.
5	Add voice recordings to match the text and theme.