



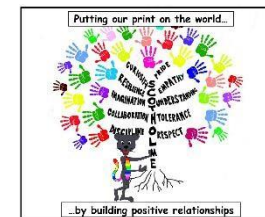
## Computing - Year 2 Threshold Concepts and Milestones



Term	Threshold Concept	Sub-division	Statement	Activity
Autumn 1	Communicate		Use a range of applications and devices in order to communicate ideas, work and messages.	In year 2, children have an opportunity to use <a href="#">"2email"</a> and <a href="#">"2blog"</a> to create virtual social media posts and messages.
Autumn 2	Code	Sound	Select sounds and control when they are heard, their duration and volume.	<a href="#">Children use the "2Beat" and "2Sequence" to create rhythm and looped melodies.</a>
	Code	Looks	Add text strings, show and hide objects and change the features of an object.	Children complete the <a href="#">Refresher unit of Discovery Coding</a>
	Communicate		Use a range of applications and devices in order to communicate ideas, work and messages.	Children start using Garageband to create music



## Computing - Year 2 Threshold Concepts and Milestones



Spring 1	Code	Motion	Control motion by specifying the number of steps to travel, direction and turn.	Children program beebots to navigate a maze. <u>Children use the advanced stages of "2go" in Purple Mash to navigate mazes using diagonal, horizontal and vertical movements. They also program a sequence of commands rather than individual movements.</u>
	Connect (Safer Internet Week)		Participate in class social media accounts. Understand online risks and the age rules for sites.	In year 2, children have an opportunity to use " <u>2email</u> " and " <u>2blog</u> " to create virtual social media posts and messages. <u>Children watch "band runner" series that covers aspects such as sharing images and videos, meeting people online and how to deal with cyber bullies</u>
Spring 2	Code	Events Control	Specify user inputs (such as clicks) to control events.	<u>Children complete sections 2a (Different sorts of inputs) on Discovery Coding.</u>



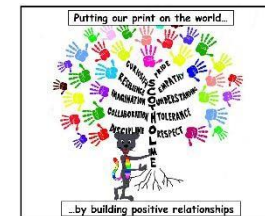
## Computing - Year 2 Threshold Concepts and Milestones



Term	Threshold Concept	Sub-division	Statement	Activity
Summer 1	Code	Sensing	Create conditions for actions by waiting for a user input (such as responses to questions like: What is your name?).	Discovery Coding 2b <a href="#">Whilst children create app-based games in Discovery coding, they are required to create a controllable object or character that is moved via key press or button press.</a>
Summer 2	Collect	Sensing	Use simple databases to record information in areas across the curriculum.	<a href="#">Children practise using databases in Purple Mash to play a game of guess who.</a>
	Code			<a href="#">Children use "2count" to create charts and data based on their science work or Olympics work</a>
	Communicate	Use a range of applications and devices in order to communicate ideas, work and messages.	Using <a href="#">"2connect"</a> to share ideas within a class on a given topic	



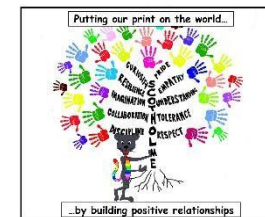
## Computing - Year 2 Threshold Concepts and Milestones



Threshold Concept	Sub-division	Statement	Content
<b>Code</b> This concept involves developing an understanding of instructions, logic and sequences.	<b>Motion</b>	Control motion by specifying the number of steps to travel, direction and turn.	Children program beebots to navigate a maze. <u>Children use the advanced stages of "2go" in Purple Mash to navigate mazes using diagonal, horizontal and vertical movements. They also program a sequence of commands rather than individual movements.</u>
	<b>Looks</b>	Add text strings, show and hide objects and change the features of an object.	<u>Children create their own games in Discovery Coding, adding in buttons or key presses for movement.</u> Children learn how to add backgrounds and adjust the size and shape of objects within their games. Add text strings to notify players of a game being over.
	<b>Sound</b>	Select sounds and control when they are heard, their duration and volume.	Children add sounds to conditional events in Discovery Coding <u>Children use the "2Beat" and "2Sequence" to create rhythm and looped melodies.</u>
	<b>Draw</b>	Control when drawings appear and set the pen colour, size and shape.	<u>Children create a picture using a particular art style such as pointillism using "2Paint a picture". They adjust water amount, dot size and colour combinations.</u>
	<b>Events</b>	Specify user inputs (such as clicks) to control events.	<u>Children complete sections 2a (inputs) and 2b (buttons and instructions) on Discovery Coding.</u>
	<b>Control</b>	Specify the nature of events (such as a single event or a loop).	Using Discovery coding, children learn how to make objects respond to a single event e.g. a key press
	<b>Sensing</b>	Create conditions for actions by waiting for a user input (such as responses to questions like: What is your name?).	<u>Whilst children create app-based games in Discovery coding, they are required to create a controllable object or character that is moved via key press or button press.</u> Children practise using databases to play a game of guess who.



## Computing - Year 2 Threshold Concepts and Milestones



<p><b>Connect</b> This concept involves developing an understanding of how to safely connect with others.</p>		<p>Participate in class social media accounts (Class Dojo). Understand online risks and the age rules for sites.</p>	<p>In year 2, children have an opportunity to use "<u>2email</u>" and "<u>2blog</u>" to create virtual social media posts and messages.</p> <p><u>Children watch "band runner" series that covers aspects such as sharing images and videos, meeting people online and how to deal with cyber bullies</u></p>
<p><b>Communicate</b> This concept involves using apps to communicate one's ideas.</p>		<p>Use a range of applications and devices in order to communicate ideas, work and messages.</p>	<p>In year 2, children have an opportunity to use "<u>2email</u>" and "<u>2blog</u>" to create virtual social media posts and messages. Using "<u>2connect</u>" to share ideas within a class on a given topic.</p> <p>Children start using Garageband to create music</p>
<p><b>Collect</b> This concept involves developing an understanding of databases and their uses.</p>		<p>Use simple databases to record information in areas across the curriculum.</p>	<p><u>Children practise using databases in Purple Mash to play a game of guess who.</u></p> <p><u>Children use "2count" to create charts and data based on their science work</u></p>