

Year 2 – ICT – Summer 1 Coding

ICT Short Term Planning

Year Group: 2

Term: Summer 1

Subject area: ICT

Coverage of Skills	Generic Skills (Most children will...)
Coding Databases ICT in Society	-I can use a range of equipment and software -I can discuss and explain what I am doing. -I can use appropriate vocabulary.

	Learning Objectives	Task design to meet the learning objective (including key questions)

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<p>1/2</p>	<p>I can follow instructions to complete a simple code.</p> <p>I can make a simple code and explain how I made it.</p> <ul style="list-style-type: none"> *mouse pad *play button *choose speed *choose direction *change pre-set codes 	<p>Purple mash-2Code</p> <p>Go to Fun With Fish (easier level) As a class follow the instructions to complete the challenges. (The 3rd challenge is debugging.) Complete all 3 challenges.</p> <p>Task- Children are asked to use the 2Code Bubbles program to create and debug their own simple code. Click challenge 1, watch the example video. Progress through levels in pairs.</p> <p>Challenge - Give children specific challenge/criteria to meet e.g. the bubble to turn green when clicked/move from the bottom to the top of the screen. Children to explain to a partner how they achieved this.</p>
<p>3/4</p>	<p>Databases</p> <p>I can say what a database is. I can sort data. I can put data in a graph. I can use a database to find specific information.</p>	<p>2 Investigate- Alien database.</p> <p>Model opening the 2investigate program, discuss that each option is a different set of data, different databases that have been created to show a range of information. Once this information is stored we can look through it, sort it by specific criteria and use it to graph information and discuss the results.</p> <p>Choose the alien database-model how to group the information by specific criteria e.g. number of eyes, Earth habitat etc.</p>

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		<p>Model how to put this information into a graph and discuss what it shows.</p> <p>Task- Children are required to find out certain information. Give them challenges e.g.</p> <ul style="list-style-type: none"> • Can you find out how many aliens like to live in caves? (They could group by habitat or graph). • How many aliens have 7 eyes? • Can you find a graph to show which planets the aliens come from? <p>Challenge: Print their results or ask them to write what they have found out.</p>
5	<p>I can recognise a code. I can discuss how the algorithms/instructions must be in the correct sequence and make logical sense.</p> <p>I can debug a program.</p>	<p>Purple mash- 2 Code: ‘Chimp’ level debug challenges.</p> <p>Watch the BBC Bitesize debugging KS1 video. Remind children what the 2Code program looks like and demonstrate using a simple code.</p> <p>Children to start with the Bubbles task and work through the debugging challenges.</p> <p>Challenge: To explain how they debugged the programme.</p>
6	<p>I can use a Nintendo DS program.</p>	<p>Nintendo DS-Brain Gym</p> <p>I can turn on the DS I can choose and open my program I can select an activity and use the info tool to read the activity instructions.</p> <p>Extension activity- I can record my previous scores for each activity and attempt to exceed them.</p>