<table>
<tr><td>Subject: Computing
COMPUTER SCIENCE-</td><td>Year group: Year 2</td><td>Topic:
COMPUTER SCIENCE
HISTORY OF COMPUTERS</td><td>Initiation & activation activities:

DIfferent forms of communication</td></tr>
<tr><td colspan="2">Prior knowledge required: To know what an algorithm is. Know that programs are made up of a sequence of codes. To be able use these codes or instructions to control devices or objects on screen.</td><td>Vocabulary:
Communication, debug, technology, evolution, input, output, petroglyph, hardware, software</td></tr>
<tr><td colspan="4">Programme of Study: Year 1 & 2
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; identifywhere to go for help and support when they have concerns about content or contact on the internet or other online technologies.</td></tr>
<tr><td colspan="4">● Implementation
HISTORY OF COMPUTER
● Navigate the Scratch programming environment.
● Create a background and sprite for animation
● Change background after a specific time.
● Add inputs to control their sprite.
● Change position of sprite on screen

Knowledge skills and understanding
● Can they understand how technology is always changing?
● Can they name a historical figure in computing?
● Can they name everyday technology we use?

Greater Depth

● Produce a timeline of computing.
● Know how computing is diverse</td></tr>
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IMPACT	ASSESMENT