Computing – Year 2 – Spring Term
What is a Computer?

Links to other subject units this term
This is a stand alone unit
Prior Learning
We are using 'Kapow' Primary learning for the first time. This is, therefore, an initial trial of the scheme with no previous learning from Year 1 as yet recorded.
Key vocabulary for this unit
Battery, electricity, wires Computer, desktop, laptop, tablet, keyboard, buttons, mouse, monitor, screen, camera Device Digital, digital recorder Function, input, output Invention Paying till, scanner System Technology Video
Learning Sequence

Computer parts	• To recognise the parts of a computer • Name the key parts of a computer • Explain the purpose of different computer parts • Explain that a keyboard contains lots of buttons
Inputs	• To recognise how technology is controlled • Know that people control technology • Know that technology follows instructions • Predict what technology will do

Technology Safari	- To recognise technology - Suggest what might have a computer inside - Explain why I think this - Suggest what the technology does
Invention	- To create a design for an invention - Understand what abstraction is - Explain what abstraction is - Give an example of when abstraction might be useful
Real World Roleplay	- To understand the role of computers - Explain where computers are used - Suggest what their job is - Understand that computers work together

Assessment milestones	
Computing Skills: - Understanding what a computer is and that it's made up of different components. - Recognising that buttons cause effects and that technology follows instructions. - Learning how we know that technology is doing what we want it to do via its output. - Using greater control when taking photos with cameras, tablets or computers. - Developing word processing skills, including altering text, copying and pasting and using keyboard shortcuts. - Using word processing software to type and reformat text. - Creating and labelling images. - Learning how computers are used in the wider world	**Computing Knowledge:** - To know the difference between a desktop and laptop computer. - To know that people control technology. - To know some input devices that give a computer an instruction about what to do (output). - To know that computers often work together.