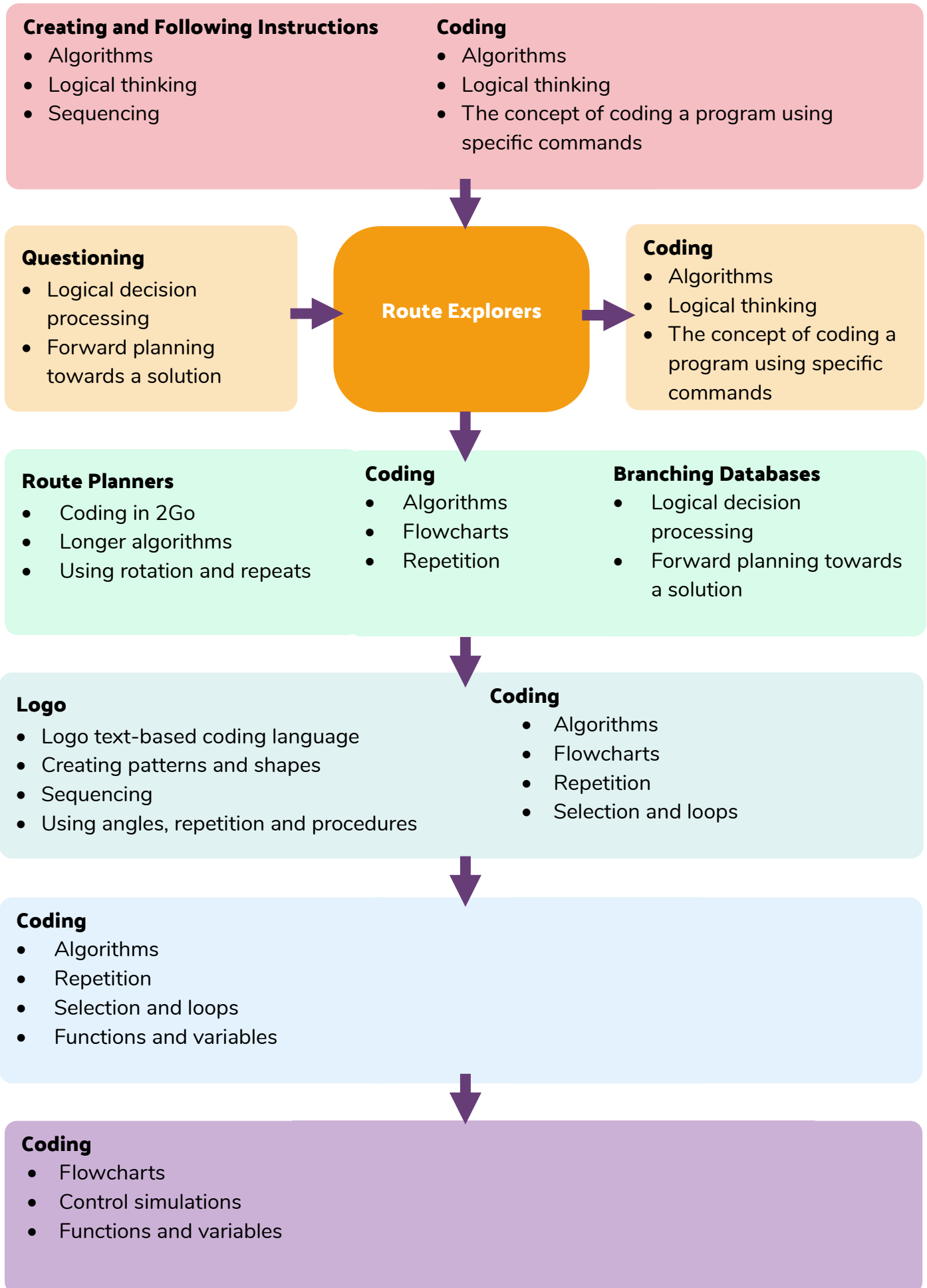




Prior and Future Learning Year 2



Technology Around Us

- What technology is
- The uses of technology in the local environment and wider world



The Internet



Email

- Communicating electronically
- Sending and receiving emails
- Using email safely



Unpacking Hardware and Software

- The hardware and software that facilitates internet communication

Effective Searching

- Use of search engines
- Search algorithms and ranking
- Internet reliability

Introduction to AI

- How AI works
- Positive and negative impacts
- AI in the future



Blogging

- Planning and creating blogs
- Engaging with an online audience

Networks

- How networks facilitate online connection
- Types of networks
- Internet services

Creative Computing

- Making digital art

Animated Stories

- Combining digital art and text

Creating Pictures

Presenting

- Use of mixed media
- Presenting ideas

Animation

- Animating images
- Composing digital art

Game Creator

- Designing in a 3D environment

Word Processing

- Use of mixed media
- Presenting ideas

3D Modelling

- Creative tools
- Designing in 3D

Data Explorers

- Understanding what data is
- Representing data electronically



Spreadsheets



Spreadsheets

- Advanced spreadsheet features
- Using the formula bar
- Combining tools and functions to analyse data



Spreadsheets

- Using formulae
- Exploring measurement conversions
- Carrying out numerical investigations
- Creating computational models



Spreadsheets

- Use of industry standard software
- Performing calculations
- Entering and using formulae
- Presenting data and solving real life problems

Graphing

- Creating a range of graph types using 2Calculate

Data Explorers

- Understanding of the term data
- Understanding of how to group and sort

Spreadsheets

- Use of 2Calculate to collect data and produce basic diagrams and charts

Questioning

Branching Databases

- Asking binary questions
- Completing branching databases in 2Question
- Creating and testing branching databases

Spreadsheets

- Collect data
- Produce a variety of graphs and charts

Databases

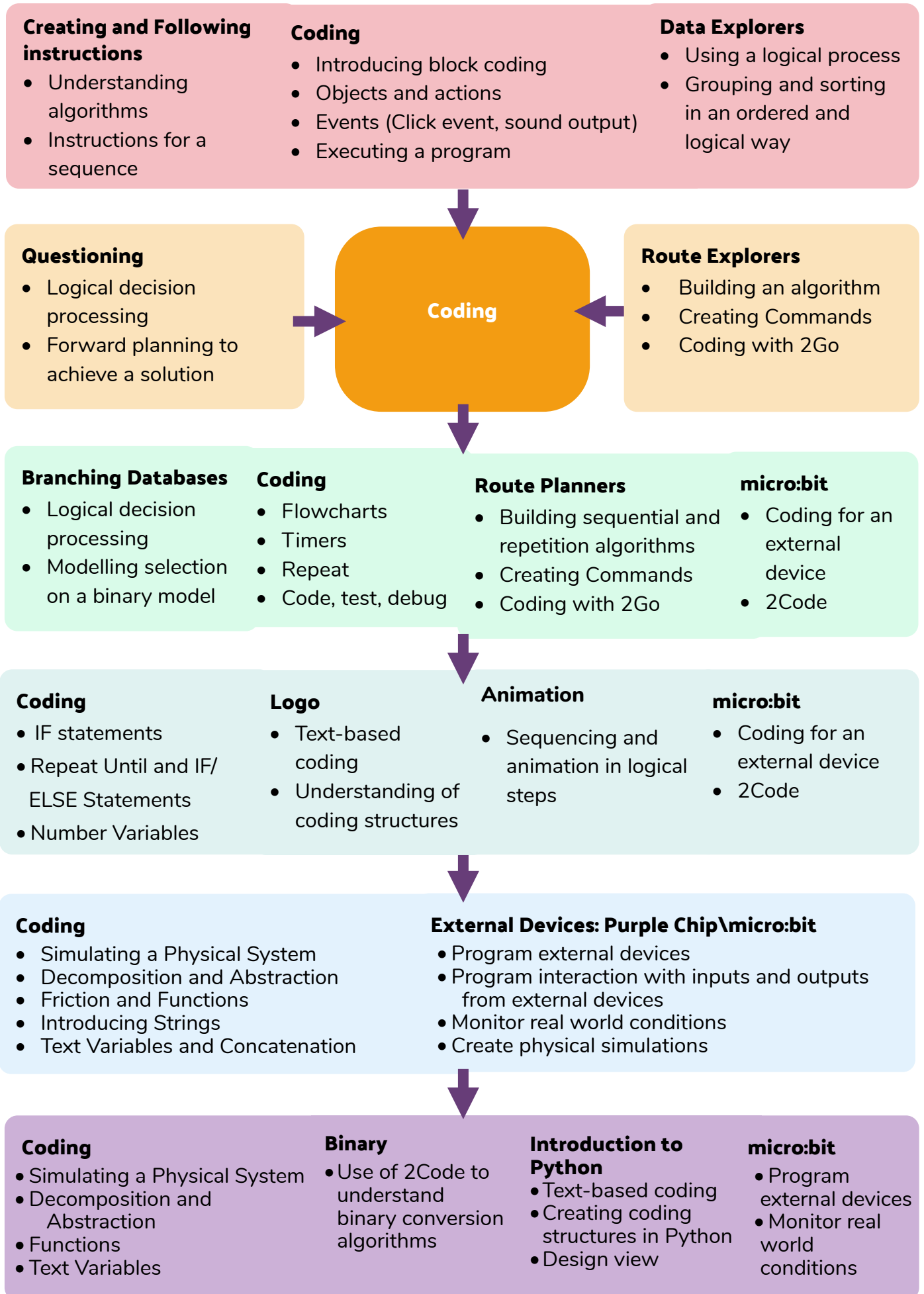
- Using table-based databases
- Understanding records and fields
- Searching databases
- Analysing data and results

Quizzing

- Investigating appropriate question types
- create, test and edit quizzes

Spreadsheets

- Advanced methods of organising
- Presenting data through the use of graphs, charts and computational models



Animated Story Books

- Adding simple sound effects to a story

Making Beats

- Recognising musical terms
- Differences between digital and instrumental music
- Creating beats and simple tunes

Making Music

Composing Beats

- Using the Busy Beats tool to explore and compose music digitally
- Understanding pitch and texture

Sound Stories

- Sound effects
- Focus on the audio of a story
- Narration

Game Creator

- Adding sound effects and background music to themed 3D games