

The Sultan's School Year 2 Medium Term Curriculum plan for ICT - Information for parents

Block	Unit/Strand	Key Targets and Learning Objectives	Activities	Key vocabulary
<p><b>Internet Safety and Digital Citizenship will be taught over the course of the year through short focused tasks, videos, peer assessment/tutoring, discussions...</b></p> <p><b>Students in Year 2 will be enrolled in Computer Science Fundamentals Course B at <a href="http://www.code.org">www.code.org</a>. In this course students will Design, write and debug programs that accomplish specific goals. This online course will start in Block 1 and conclude mid-way through Block 5.</b></p> <p><b>Other short, single lesson activities which do not appear on the MTP may take place during any block dependant on school events and national holidays...</b></p>				
1	<p><b>Digital Art</b> Digital Literacy</p>	<ul style="list-style-type: none"> <li>• Insert and manipulate pictures in PowerPoint</li> <li>• Create a poster with images and text</li> <li>• Copy and paste images from a pre-prepared collection of images</li> </ul>	<p><b>Images of Oman</b></p> <ul style="list-style-type: none"> <li>• Students will navigate to and search a pre-prepared collection of images of Oman</li> <li>• Students will insert, rotate and resize pictures to create a collage in PowerPoint for National Day</li> <li>• Students will insert a title and name their work</li> </ul> <p><b>Code.org</b></p> <ul style="list-style-type: none"> <li>• Students will develop critical thinking, logic and problem solving skills coding online at <a href="http://www.code.org">www.code.org</a></li> </ul>	<p>Insert Resize Shrink Layer Background Text box Tool bar</p>
2	<p><b>Internet</b> Information Technology</p>	<ul style="list-style-type: none"> <li>• Understand what personal information is and that it must not be given on the Internet without parents' or teachers' permission.</li> <li>• Create pictograms to display collected data</li> <li>• Answer questions by reading pictograms</li> </ul>	<p><b>Displaying Data</b></p> <ul style="list-style-type: none"> <li>• Students will create pictograms, bar graphs and pie charts using interactive online resources (<a href="http://www.topmarks.co.uk/maths-games/5-7-years/data-handling">http://www.topmarks.co.uk/maths-games/5-7-years/data-handling</a>)</li> </ul> <p><b>E-Safety</b></p> <ul style="list-style-type: none"> <li>• Students will watch a video on E-Safety</li> <li>• Discuss the Four Top Tips for Safety</li> <li>• Children draw a poster on one of the the Four Top Tips for Safety</li> </ul> <p><b>Code.org</b></p> <ul style="list-style-type: none"> <li>• Students will develop critical thinking, logic and problem solving skills coding online at <a href="http://www.code.org">www.code.org</a></li> </ul>	<p>Internet Browser E-safety Diagram Data Collect Sort Load</p>

3	<b>Programming</b> Computer Science	<ul style="list-style-type: none"> <li>Follow code and write a program to guide a robot to achieve a specific goal.</li> <li>Debug the code if the goal is not achieved</li> <li>Write a simple algorithm and test it on a robot</li> </ul>	<b>Getting Around</b> <ul style="list-style-type: none"> <li>Students will program <i>BeeBots and Dash and Dot</i> robots to follow given instructions.</li> <li>Students will write algorithms to program the <i>Beebot and Dash and Dot</i></li> <li>Students will develop further directional commands by programming Dash and Dot to move and light up different colours.</li> <li>Students will follow pre-written code to achieve a goal and debug the code if the goal is not achieved.</li> </ul> <b>Code.org</b> <ul style="list-style-type: none"> <li>Students will develop critical thinking, logic and problem solving skills coding online at <a href="http://www.code.org">www.code.org</a></li> </ul>	Commands Program Algorithm Forward Backward Turn right Turn left Pause Code Debug
4	<b>Word Processing</b> Digital Literacy	<ul style="list-style-type: none"> <li>Type words and use space bar, enter key, capital letters correctly</li> <li>Use Microsoft Word tools to edit text</li> <li>Copy and paste images from a pre-prepared collection of images to illustrate their work</li> </ul>	<b>List it!</b> <ul style="list-style-type: none"> <li>Students will classify everyday objects and items</li> <li>Students will use <i>Microsoft Word</i> to create lists of classified items in their groups</li> <li>Students will format and decorate their work with images from a pre-prepared collection of images</li> <li>Students will use Microsoft Word tools to edit text</li> </ul> <b>Code.org</b> <ul style="list-style-type: none"> <li>Students will develop critical thinking, logic and problem solving skills coding online at <a href="http://www.code.org">www.code.org</a></li> </ul>	Highlight Font Centralize Font Colour Shift Enter Backspace Caps Lock
5	<b>Input vs Output</b> Theory	<ul style="list-style-type: none"> <li><del>Design, write and debug programs that accomplish specific goals</del></li> <li>Understand input and output devices and how they are different</li> <li>Create an interactive quiz using 2DIY with an appropriate scoring system</li> <li>Choose appropriate sound for correct and wrong answers.</li> </ul>	<b>Input vs Output</b> <ul style="list-style-type: none"> <li>Students will learn the definition of and differences between input and output devices through presentations and online research</li> <li>Students will create their own interactive quiz to demonstrate their understanding of input and output devices</li> </ul>	Program Algorithm Instructions Input Output Device

- Students will choose appropriate score system and sound to make their game more appealing to the players.

**Code.org**

- Students will consolidate critical thinking, logic and problem solving skills coding online at [www.code.org](http://www.code.org)