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| I can statements  Year2 COMPUTING | Start of topic | End of topic |
| I can understand that algorithms are precise instructions that are followed. |  |  |
| I can follow a simple algorithm. |  |  |
| I can create an algorithm for an on screen character in an app. |  |  |
| I can create a program on an iPad app by combining a sequence of algorithms. |  |  |
| I can identify errors in my program and debug. |  |  |
| I can begin to understand that a variable is a changeable number. |  |  |
| I can use a variable number in my program (e.g. move 4 steps) |  |  |
| I can explore the elements that make up a computer game. |  |  |
| I can design my own sprite using paint tools. |  |  |
| I can suggest elements needed for a game, e.g. score, lives, levels |  |  |
| I can understand that data is a type of information. |  |  |
| I can use a paper tally chart to collect data about a given topic. |  |  |
| I can transfer the data from a tally chart into a computer based graph program. |  |  |
| I can label a computer based graph with the correct headings. |  |  |
| I can interpret the data in a given graph example. |  |  |
| I can compare data in different types of graphs. |  |  |
| I can enter key words about a topic into a search engine to locate information. |  |  |
| I can use a search engine image search to find pictures related to a topic. |  |  |
| I can save an image to the camera roll on an ipad for later use. |  |  |
| I can insert text into Book Creator. |  |  |
| I can insert images from the Camera roll into Book Creator. |  |  |
| I can format my text and pages using colours, font styles and sizes. |  |  |
| I can add or record sounds into Book Creator. |  |  |
| I can compare sim / diff with a physical book and an ebook. |  |  |