Computing

Curriculum End Points

Year Two

Strand: Programming

Topic: Robot Algorithms/Programming quizzes

- Choose a series of words that can be enacted as a sequence

- Explain what happens when we change the order of instructions

- Choose a series of instructions that can be run as a program

- Trace a sequence to make a prediction

- Test a prediction by running the sequence

- Create a program

- Run a program on a device

- Debug a program that I have written

Computing

Curriculum End Points

Year Two

Strand: Computing Systems and Networks

Topic: IT around us

- Describe some uses of computers

- Identify information technology in school

- Identify information technology beyond school

- Show how to use information technology safely

Computing

Curriculum End Points

Year Two

Strand: Creating Media

Topic: Digital photography

- Capture a digital image

- Take photographs in both landscape and portrait format

- View photographs on a digital device, and decide which photographs

  to keep

- Hold the camera still to take a clear photograph

- Use zoom to change the composition of a photograph

- Consider lighting before taking a photograph

- Use simple editing tools to change the appearance of a photograph

- Improve a photograph by retaking it

Computing

Curriculum End Points

Year Two

Strand: Creating Media

Topic: Making Music

- Experiment with musical patterns on a computer

- Experiment with different sounds on a computer

- Use a computer to create a musical pattern

- Use a computer to compose a rhythm and a melody on a given theme

- Use a computer to play the same music in different ways (e.g. tempo)

- Evaluate a musical composition created on a computer

- Improve a musical composition created on a computer