Computing end of year expectations – **Year 2** – All, Most and Some	
A) Computer Science	**Coding** ALL: 1. I can explain an algorithm is a set of instructions to complete a task. MOST: 1. I can give examples of algorithms. ALL: 2. I know I need to carefully plan my algorithm so it will work when I make it into code. ALL: 3. I can design a simple program using 2Code that achieves a purpose. ALL: 4. I can find and correct some errors in my program. ALL: 5. I can say what will happen in a program. MOST: 5. I can say why an action will happen from an algorithm created. ALL: 6. I can spot something in a program that has an action or effect (does something).
B) Information Technology	**Spreadsheet, Questioning, Effective searching, Creating Pictures, Making music, Presenting ideas** ALL: 1. I can organise data – for example, using a database such as 2Investigate. MOST: 1. I can say how I have organised data and why. ALL: 2. I can find data using specific searches – for example, using 2Investigate. ALL: 3. I can use several programs to organise information – for example, using binary trees such as 2Question or spreadsheets such as 2Calculate. ALL: 4. I can edit digital data such as data in music composition software like 2Sequence. ALL: 5. I can name, save and find my work. ALL: 6. I can include photos, text and sound in my creations.
C) Digital Literacy	**Coding, Online safety, Effective searching** ALL: 1. I can find information I need using a search engine. ALL: 2. I know the consequences of not searching online safely. MOST: 2. I can name safe search engines. ALL: 3. I can share work and communicate electronically – for example using 2Email or the display boards. ALL: 4. I can report unkind behaviour and things that upset me online, to a trusted adult. MOST: 4. I can explain why it is important to report unkind behaviour. ALL: 5. I can see where technology is used at school such as in the office or canteen. ALL: 6. I understand that my creations such as programs in 2Code, need similar skills to the adult world. e.g. The program used for collecting money for school trips.