



# Year 1

## Unit 1.1 – Online Safety

- Knows how to log in safely.
- Knows how to navigate to a document area where saved work by child can be found.
- Knows how to use search to locate applications or resources on a platform such as Purple Mash.
- Knows how to enhance work by adding multimodal items such as text and images.
- Knows how to open, save and print work.
- Knows the importance of logging out of an account.

## Unit 1.5 – Maze Explorers

- Knows the functionality of the direction keys in 2GO.
- Knows how to create and debug a set of simple instructions (algorithm).
- Knows how to use the additional direction keys within 2Go as part of an algorithm.
- Knows how to change and extend the algorithm list in 2Go.

## Unit 1.2 – Grouping & Sorting

- Knows how to sort items using a range of criteria.
- Knows how to use software for grouping items such as tools within Purple Mash.
- Knows that computers need steps of instructions in order in their programs.

## Unit 1.3 - Pictograms

- Knows that data can be represented in a picture format e.g. pictogram.
- Knows how to contribute to a class pictogram.
- Knows how to use a software such as 2Count to record results of an experiment into a pictogram format.

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### **Unit 1.6 – Animated Story Books**

- Knows what e-books are.
- Knows of software such as 2Create a Story that allows users to create interactive stories.
- Knows how to add animation to an interactive story.
- Knows how to add sound, including voice recordings and music to a story they have created using software.
- Beginning to know how to work on more complex digital stories, including adding backgrounds, copying and pasted pages.
- Knows how to share digital stories with others such as using Digital Display Boards.

### **Unit 1.7 – Coding**

- Knows what instructions are and can predict what might happen when they are followed.
- Knows how to plan and make a simple computer program e.g. fish moves right, crab moves up.
- Knows what objects, actions and backgrounds are within a coding environment.
- Knows what an event is and knows how to use an event to control an object.
- Beginning to know how code executes when a program is run.

### **Unit 1.4 – Lego Builders**

- Knows how to compare the effects of adhering strictly to instructions when completing tasks without complete instructions.
- Knows how to follow and create simple instructions on the computer.
- Knows that the order of instructions affects the end result for a given instructional task.

### **Unit 1.9 – Tech Outside School**

- Knows that technology is a use of knowledge to invent new devices or tools.
- Knows that throughout history, technology has made people's lives easier.
- Knows that technology is used within school and outside of school.
- Knows where examples of technology can be found both in and out of school.

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## Year 2

### Unit 2.1 – Coding

- Knows what an algorithm is and can explain that it is a set of instructions and that algorithms follow a sequence.
- Knows how to create a computer program using an algorithm.
- Knows how to create a computer program from a given design.
- Knows that collision detection is an event type in coding.
- Knows how to design an algorithm that follows a timed sequence.
- Knows that different objects within the coding environment have different properties.
- Knows that there are different events in coding and knows what some of these events are.
- Knows the function of buttons in the coding environment.
- Knows how to interpret and debug simple programs.

### Unit 2.2 – Online Safety

- Knows how searches can be refined when searching digitally and therefore attempts refining when searching.
- Knows that digitally created work can be shared with others e.g. Purple Mash Display Boards.
- Has knowledge and understanding about sharing more globally on the Internet.
- Knows that email is a type of communication tool.
- Knows how to open and send simple online communications in the form of email e.g. 2Email (virtual email client).
- Knows that there is an appropriate way to communicate with others in an online situation.
- Knows that information put online leaves a digital footprint.
- Knows some steps that can be taken to keep personal data and hardware secure.

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### Unit 2.3 – Spreadsheets

- Knows what a spreadsheet looks like and how to describe rows and columns.
- Can add images to a spreadsheet and assign them values.
- Knows what totalling tools are and how to use them.
- Knows how to use a spreadsheet to perform calculations for purpose. For example, adding and totalling money.
- Knows how to use some tools within a spreadsheet to support calculations. For example, using the equals tool in 2Calculate to check calculations.
- Knows how to create a simple graph within a spreadsheet from data.

### Unit 2.4 – Questioning

- Knows that pictograms provide limited information.
- Knows that there are other data handling tools that can give more information than pictograms.
- Knows how to use yes/no questions to separate information.
- Knows how to construct a binary tree to identify items.
- Knows how to use a binary tree database (such as 2Question), to answer questions.
- Knows how to use a database to answer more complex search questions.
- Knows how to use a search feature at a basic level when trying to locate data within a database such as 2Investigate.

### Unit 2.5 – Effective Searching

- Knows the meaning of key Internet and searching terms.
- Knows the basic parts of a web search engine page.
- Knows how to navigate a web search results page.
- Knows how to search the Internet to some degree for answers to a quiz.
- Knows the premise of what effective Internet searching is.

### Unit 2.6 – Creating Pictures

- Knows the purpose and benefits of painting software tools such as 2Paint a Picture.
- Knows how to recreate Impressionism, surrealism and Pointillism using features within 2Paint a Picture.
- Knows how to reproduce the style of William Morris by using repeating patterns, manipulating patterns and adding multiple effects in painting software such as 2Paint a picture.

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### Unit 2.7 – Making Music

- Knows how to make forms of music (digitally) using age-appropriate software such as 2Sequence.
- Knows how to edit and combine sounds using 2Sequence.
- Knows how to refine composed music.
- Knows how to upload/import and record sounds beyond the software environment.

### Unit 2.8 – Presenting Ideas

- Know that digital content can be presented in many different forms e.g. stories.
- Know how to use presentational or interactive software such as a quiz, making improvements to it based on people feedback.
- Know that data can be structured in tables to make it useful for an audience.
- Know how to add images such as clipart and photos to presentational software.
- Know how to collect, organise and present data and information in digital format.

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