

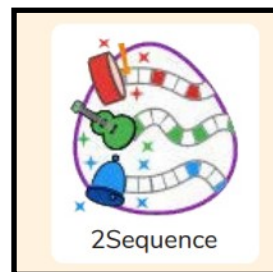
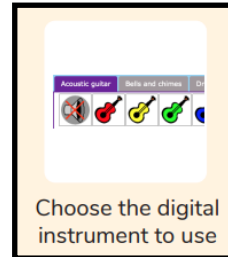
Year 2 Computing: Making Music (Information Technology)

Prior Learning

- I can select and add a sound effect to my work.
- I know that sounds can be recorded and used in a program.
- I can save my work to my work folder using a suitable file name.
- I can open my saved work to add to or make changes.

Sticky Knowledge

- I can make music digitally using 2Sequence.
- I can explore, edit and combine sounds using 2Sequence.
- I can edit and make changes to my music.
- I can talk about how music can be used to express feelings, and create tunes which show feelings.
- I can upload a sound from a bank of sounds into the 'sounds' section.
- I can record and upload environmental sounds into Purple Mash.
- I can use recorded sounds to create tunes in 2Sequence.

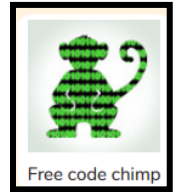


Key Vocabulary

beat	The steady 'pulse' of the music.
compose	To create a piece of music
note	A single tone in music.
tune	Musical notes joined together to make a melody.
sound effect	A sound used to create an effect. This is different to speech or music.
soundtrack	A musical recording to go with a film or TV programme.
speed	In music, the number of beats per minute (bpm) played in the music.
tempo	The speed at which the music plays.
volume	How loud or quiet the music is.
digital music	Music made using a computer or other device. It allows you to copy sounds and combine them to make pieces of music.

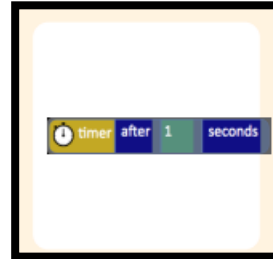


Year 2 Computing: **Coding** (Computer Science)



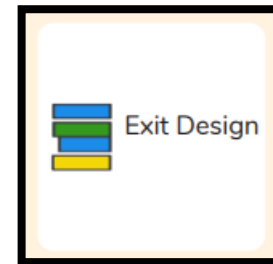
Prior Learning

- I can program a beebot to move along a route.
- I can create a program using sequencing and repeat.
- I know that instructions have to be clear.



Sticky Knowledge

- I understand what an algorithm is.
- I can create a computer program using an algorithm.
- I can create a program using a given design.
- I understand the collision detection event.
- I understand that algorithms follow a sequence.
- I can design an algorithm that follows a timed sequence.
- I understand that different objects have different properties.
- I understand what different events do in code.
- I understand the function of buttons in a program.
- I can debug simple programs.



Key Vocabulary

action	Types of commands, which are run on an object. They could be used to move an object or change a property.
algorithm	A precise step by step set of instructions.
background	In 2Code the background is an image in the design that does not change.
bug	A problem in a computer program that stops it working the way it was designed.
button	A type of object that responds to being clicked on
click events	An event that is triggered when the user clicks on an object.
collision detection	In 2Code, this measures whether 2 objects have touched each other.
event	An occurrence that causes a block of code to be run.
interaction	When objects perform actions in response to each other e.g. a frog turning into a monkey when it collides with a tree.
interval	In a timer, this is the length of time between the timer code running and the next time it runs. e.g. every 1 second.
object	Items in a program that can be given instructions to move or change in some way (action).
output	Information that comes out of the computer e.g. sound.
properties	These determine the look and size of an object.
run	Clicking the Play button to make the computer respond to the code.