

UNIT 1: Foundation – Year 2 (Ages: 5-7years)

This unit is suitable for pre-readers and beginning readers. In this unit, students will;



- ✓ Learn the basics about computers and their components. Students will explore differences between hardware and software and the role of each in the functionality/use of computers.
- ✓ Identify and recognise the use of common digital systems to meet specific purposes.
- ✓ Use their decomposition skills to break down simple non-computerised tasks and follow a sequence of steps (algorithms) to solve problems.
- ✓ Use fun robotic and computer games to learn about coding and programming applying basic loops and events programming concepts
- ✓ Explore use of software like MS office tools (word processor, excel spreadsheet, power point), graphics and photo editing software, paint tools and digital games to create a story or meet various needs
- ✓ Collect, sort and represent data in creative and meaningful ways using pictures, diagrams, artwork or symbols)
- ✓ Explore the safe use of computer systems to meet communication, learning and recreational needs. Learn about digital citizenship.

Progress outcomes and standards

At the end of unit one, pupils should be able to;

- ✓ use decomposition skills to identify the main events of a process or story
- ✓ create solutions to problems using a sequence of steps and decisions
- ✓ illustrate ideas in a visual format and represent simple patterns in data
- ✓ identify the purpose, value and context of a story.
- ✓ understand the laws of cause and effect as well as data input and output in computing
- ✓ search, print and share information using software, hardware and safe online tools
- ✓ develop computing skills relating to numeracy, literacy, science, arts and critical thinking

