

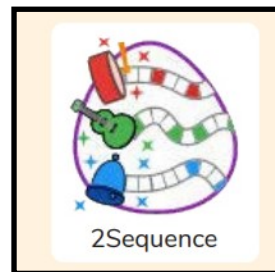
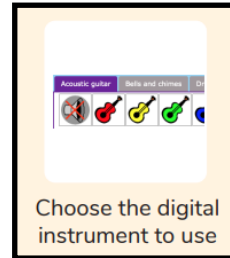
Year 2 Computing: Making Music (Information Technology)

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.

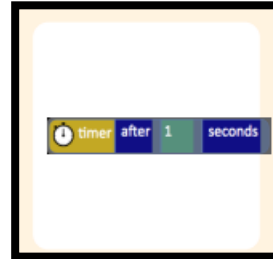


Key Vocabulary

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|---------------|---|
| 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. |

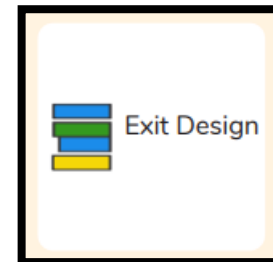
Prior Learning

- 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. |