Recording Sheet
Year 2

Pupil Name:	Creating and Presenting Ideas and Information																
	Can talk about ICT in the wider world & use ICT play equipment appropriately in role play situations	Can save and Retrieve work with assistance	Can use the computer to write simple sentences including full stops and the Shift key for Capital letters	Can use images to enhance text	Can use sound to enhance text	Can change the font size, colour & style of text	Can use the Enter key to position the text cursor	Can add and delete words to edit text	Can print their work	Knows that the computer can be used to send and receive messages	Can send an e-greeting	Can create a musical composition using a sequence or pattern	Can evaluate musical compositions and make changes	Can use a variety of devices to record sounds	Can present or perform their tune to others	Can combine shape tools & Flood fill in a graphic package to create patterns	Can use an increasing range of tools and effects to develop and refine pictures	Can take pictures with a digital camera

NB: Throughout all appropriate modules pupils should be encouraged to save & retrieve work with assistance.

Recording Sheet Year 2

Pupil Name:	Generic							Finding and Developing Information and Ideas																
	Is aware of basic safety rules when working with ICT equipment	Can share & work with others using ICT equipment	Can take care of ICT equipment	Demonstrates confidence in making independent choices when using ICT resources	Can talk about work and share ideas with others	Can work collaboratively to solve problems and talk about their decisions	Demonstrates perseverance to complete tasks on the computer	Demonstrates an interest in ICT	Can use direct commands to move a turtle or simulated robotic toy around a screen	Can amend a sequence of instructions	Can pre-plan a journey for a robotic toy	Can plot and interpret graphs	Can interrogate a database using a simple search	Can transfer data into a prepared database	Can complete a data capture sheet	Can use menus to find information from appropriate resources	Knows that CD ROMs, Computers and the Internet hold large amounts of information	Can make predictions in an adventure program and understand that decisions made will make something happen	Can navigate through an adventure/simulation and make decisions to solve problems & complete a variety of tasks	Can save and retrieve work with assistance

NB: Throughout all appropriate modules pupils should be encouraged to save & retrieve work with assistance.