**Year    2   Unit Medium Term – Computing – Creating with Technology**
**N.C POS**
- Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behavior; identify a range of ways to report concerns about content and contact
- Use technology purposefully to create, organise, store, manipulate and retrieve digital content

**Concept:**  change, information, communication, technology

**Strand/s covered in unit:** Information Technology and Digital Literacy

**Key Vocabulary:** content, app, mouse, sprite, 3D

**Prior Learning:**

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**Core Knowledge- non-negotiable- specific knowledge must be identified here**

- Create digital content using an app (short video reporting weather, interviewing a teacher or student, telling a traditional tale).
- Create an electronic game without coding (sketch nation/bloxel/floors).
- Demonstrate some basic IT skills (use a mouse to paint a picture on a computer/iPad).
- Draw a basic sprite and explain what a sprite is.
- Use an app/software to create a 3D model considering the use of a variety of shapes.

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**Wider Influences:**
- **Gaming**
- **Traditional Tales**
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**Enduring Understanding:**

- **To create with technology.**