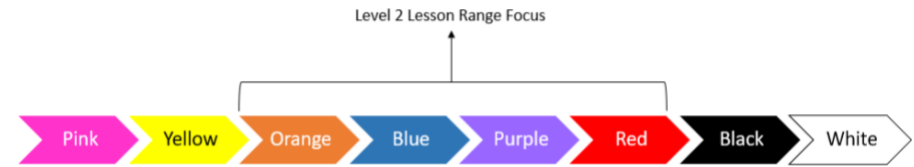


LEVEL 2 - U.K. CURRICULUM ALIGNMENT MAP

Level 2 - (Year 4 and 5) Ages 8-10	2.1	2.2	2.3	2.4	2.5	2.6	2.7	2.8	2.9	2.10
Science - Year 4										
<i>Living things and their habitats</i>								✓		
<i>Sound</i>		✓					✓			
<i>Electricity</i>	✓	✓			✓					
Science - Year 5										
<i>Properties and Changes of Materials</i>				✓		✓		✓		
<i>Forces</i>				✓				✓		
Computing - KS2										
<i>Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts</i>	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
<i>Use sequence, selection, and repetition in programs; work with variables and various forms of input and output</i>	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
<i>Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs</i>	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
<i>Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact</i>	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Design and Technology - KS2										
<i>Design</i>	✓			✓	✓					
<i>Make</i>	✓			✓		✓	✓	✓		
<i>Evaluate</i>	✓	✓		✓	✓	✓				
<i>Technical Knowledge</i>	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Music - KS2										

LEVEL 2 - U.K. CURRICULUM ALIGNMENT MAP

Computing At Schools (CAS) Progression Grid Standards covered throughout the level 2 lessons on SAM Space. *Pink and Yellow levels covered throughout all.*



Level 2 - Ages 8-10	2.1 Night Light	2.2 Music Box	2.3 Sow & Grow	2.4 Resistance & Friction	2.5 Smart Doorbell	2.6 Magnetic Forces	2.7 Drum Simulator	2.8 Erosion	2.9 Paired Up Numbers	2.10 There can be only, Two
Software Used	SAM Space	SAM Space	SAM Space	SAM Space	SAM Space	SAM Space	SAM Space	SAM Space	SAM Space	SAM Space
ALGORITHMS										
Orange Level										
<i>Designs solutions (algorithms) that use repetition and two-way selection i.e. if, then and else.</i>	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
<i>Uses diagrams to express solutions.</i>	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
<i>Uses logical reasoning to predict outputs, showing an awareness of inputs.</i>	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Blue Level										
<i>Shows an awareness of tasks best completed by humans or computers.</i>	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
<i>Designs solutions by decomposing a problem and creates a sub-solution for each of these parts.</i>	✓	✓			✓	✓	✓		✓	✓

LEVEL 2 - U.K. CURRICULUM ALIGNMENT MAP

<i>Recognises that different solutions exist for the same problem.</i>	✓	✓	✓		✓	✓	✓		✓	✓
Purple Level										
<i>Understands that iteration is the repetition of a process such as a loop.</i>	✓	✓			✓		✓		✓	✓
<i>Recognises that different algorithms exist for the same problem.</i>	✓	✓			✓	✓	✓		✓	✓
<i>Can identify similarities and differences in situations and can use these to solve problems (pattern recognition).</i>										✓
Red Level										
<i>Understands a recursive solution to a problem repeatedly applies the same solution to smaller instances of the problem.</i>									✓	✓
<i>Recognises that some problems share the same characteristics and use the same algorithm to solve both.</i>									✓	✓
<i>Understands the notion of performance for algorithms and appreciates that some algorithms have different performance characteristics for the same task.</i>										✓
Programming and Development										
Orange Level										

LEVEL 2 - U.K. CURRICULUM ALIGNMENT MAP

<i>Creates programs that implement algorithms to achieve given goals.</i>	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
<i>Declares and assigns variables.</i>	✓	✓	✓		✓	✓	✓	✓	✓	✓
<i>Uses post-tested loop e.g. 'until', and a sequence of selection statements in programs, including an if, then and else statement.</i>	✓	✓	✓		✓	✓	✓		✓	✓
Blue Level										
<i>Understands the difference between, and appropriately uses if and if, then and else statements.</i>	✓	✓	✓		✓	✓	✓		✓	✓
<i>Uses a variable and relational operators within a loop to govern termination.</i>	✓	✓	✓		✓	✓	✓		✓	✓
<i>Designs, writes and debugs modular programs using procedures.</i>	✓	✓			✓		✓		✓	✓
<i>Knows that a procedure can be used to hide the detail with sub-solution.</i>		✓			✓				✓	✓
Purple Level										
<i>Understands that programming bridges the gap between algorithmic solutions and computers.</i>	✓				✓				✓	✓
<i>Uses a range of operators and expressions e.g. Boolean, and applies them in the context of program control.</i>	✓	✓			✓					✓

