

APPROVED BY
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CURRICULUM
developed under O.Ya. Savchenko's guidance

Grade 2

Computer Science (Informatics)

Software used: Graphic editor (Offline and online versions), including Scratch environment graphic editor

Expected learning outcomes of students	Training Content
Information Actions with information	
<p>Student: <i>explains</i> the significance of information for human life, gives examples from his experience; <i>provides examples of</i> the significance of information for yourself personally; <i>names</i> the sensory organs by which a person receives information from the environment; <i>provides examples of</i> information in various forms: text, graphic, sound, etc.; <i>distinguishes between</i> true and false information, assumptions and fantasy; <i>uses</i> social media to obtain information and communicate under adult control; <i>evaluates</i> the results of his/her learning achievements</p>	<p>The world around us and information. Types of information by method of presentation.</p>
Computer devices for handling information	
<p>Student: <i>understands that</i> a computer and other computer devices are tools for performing actions with information; <i>provides examples of</i> technical means that help to transfer information, disseminate information; <i>uses</i> digital devices in a close environment; <i>explains</i> why and how to protect yourself and your digital devices; <i>looks for</i> help in case of problems and malfunctions of the computer; <i>evaluates the</i> results of his/her learning achievements</p>	<p>Computer technology is like a means of carrying out actions with information.</p>
Object. Object Properties	
<p>Student: <i>names</i> the objects of the surrounding world, the properties of specific objects and the values of properties; <i>describes</i> the object, naming its properties and their meaning; <i>compares</i> objects by property values; <i>observes</i> objects, <i>identifies</i> common and distinctive</p>	<p>Creating simple geometric models of objects by describing their properties. Changing object property values (outline colour, background colour, object shape)</p>

features/properties;	
<i>gives examples</i> of objects corresponding to the given properties <i>evaluates the</i> results of his/her learning achievements	
Computer programs. Menus and Tools	
Student: <i>launches</i> familiar applications; <i>terminates</i> the program; <i>names</i> the drawing tools in the graphics editor; <i>chooses</i> a drawing tool to achieve a specific result; <i>does not</i> create complicated patterned drawings; <i>creates</i> images of objects consisting of geometric shapes and <i>changes</i> the value of properties; <i>can</i> change the colour of the outline or background of an object by choosing the colour of another object using the corresponding tools of the graphic editor; <i>performs</i> the task of colouring or repainting drawings; <i>offers</i> his/her colour solutions for drawing; <i>explains the</i> selection of colours; <i>evaluates the</i> results of his/her learning achievements	Computer Program Menu. Overview of different examples of menus. Computer Program Tools. Graphical editor. Graphic Editor Tools and their settings. Creating and editing non-complex drawings. Drawing colour scheme selection; Drawing preservation
Creation of information models. Changing finished products. Use	
Student: <i>merges objects</i> by their properties or property values; <i>creates a</i> visual response to simple and composite geometric tasks; <i>selects and transfers</i> fragments of the drawing; <i>creates</i> graphical responses to learning tasks; <i>finds</i> examples of repetition and sequence of actions in everyday activities, close to the environment; <i>determines</i> the pattern of objects; <i>reproduces</i> a sequence of objects with a given regularity; <i>evaluates the</i> results of his/her learning achievements	Transferring picture fragments. Selection and sorting of data by a certain feature. Simple and composite plot geometric problems. Copying snippets in a picture.
Linear algorithms	
Student: <i>defines</i> a sequence of steps for the performers; <i>finds errors</i> in algorithms; <i>determines</i> the result of performing a linear algorithm for constructing a simple geometric image;	Creating drawings using ready-made algorithms; Drawing up your graphic algorithms
<i>creates a</i> drawing according to a linear algorithm; <i>offers</i> his/her algorithms for creating non-complex geometric images; <i>evaluates the</i> results of his/her learning achievements	
Extra topics: online graphic editors, drawing editing using smartphone software.	