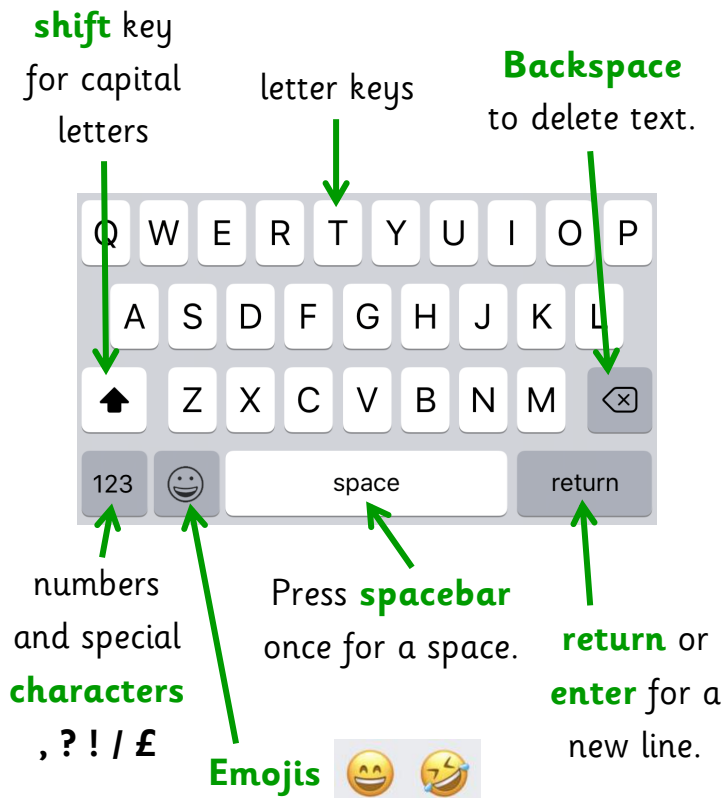




Computing Knowledge Organiser

Information Technology: Years 1/2

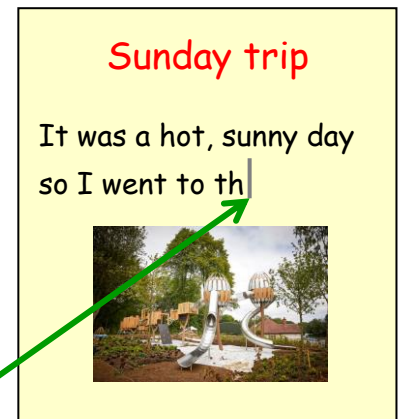
Parts of a Keyboard



Word Processors

Lets you type text and insert images onto a page to make a **document**.

Change the text: size, colour and **font style** so it looks nice.



Flashing cursor shows where to type.

Auto-wrap puts text on a new line automatically when you get to the edge of the page.

Creating E-Books

Electronic books combine **multimedia** content like: text, pictures, sound recordings, shapes and video clips.

✓ Press the **undo** icon to get rid of your last action.



Photos



Camera



Pen



Add Text



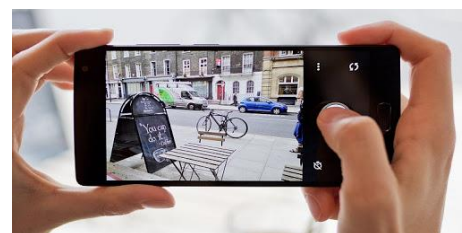
Add Sound

Painting tools let you drag different tools around the screen to draw pictures.



Shooting Digital Photos

1. Hold the camera steady with two hands.
2. Point and **focus** it on the subject.
3. Press the **capture button**.
4. Check the photo looks okay and re-take if needed. Delete photos you don't like.



✓ Ask **permission** before taking photos of other people.

portrait

landscape

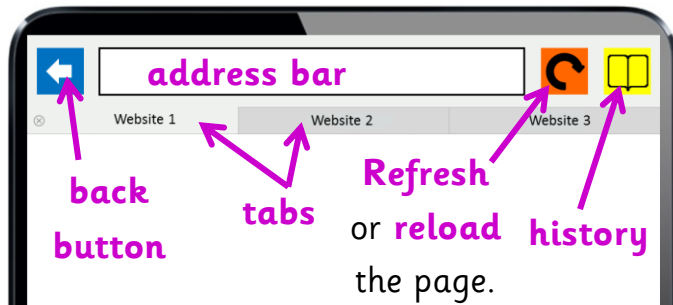


Computing Knowledge Organiser

Digital Literacy: Years 1/2

Using a Web Browser

A **web browser** lets you **view** websites on the Internet.



You can **navigate** a website using:



a **menu** of buttons or icons;



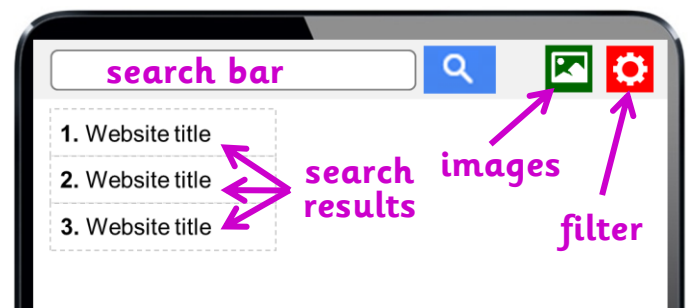
an **index** of pages listed in alphabetical order;



a key word **search**.

Internet Search Engines

A **search engine** lets you **find** websites on the Internet.



✓ Search using **key words** and **spell them correctly!**

Keeping Safe Online

- ✓ **Talk kindly online** so you stay friends.
- ✓ **Only message friends** so strangers don't contact you.
- ✓ **Visit sites for children** so you keep safe and have fun.
- ✓ **Tap links carefully** so you don't buy things by mistake.
- ✓ **Take breaks regularly** so your eyes get rest and your body gets exercise.



Asking for Help



If you are feeling: worried, scared or sad when online, **ask a grown-up you trust for help or support.**

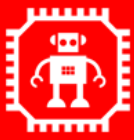


a teacher or
teaching assistant



your
parents





Computing Knowledge Organiser

Computer Science - Theory: Years 1/2

Input Devices

Let you put information **into** a computer.



Keyboard to type letters in.



Mouse to move and click on items.



Lens to take photos.



Microphone to put sound in.



GPS sensor to tell a computer where it is.

Output Devices

Let you get information **out of** a computer.

Headphones to let you listen to sounds.



Monitor screen to display graphics for you to see.



Printer to put computer work onto paper.



Light to show if a computer is on or off.



Vibration motor to make a device shake.



Technology Uses at Home



Games console

Interact with it to play games.



Smart speaker

Use your voice to give it instructions.



Washing machine

Program it to clean clothes.



Digital clock

Uses radio signals to show the right time.



Microwave

Press buttons to tell it how to heat food.



Television

Use the remote to control what it shows.

Supermarkets and Airports



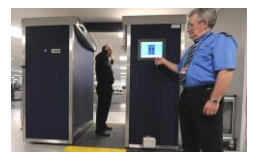
At a supermarket, customers use computers to:

- weigh food on **scales**;
- scan **barcodes** on items;
- pay at a **checkout**.



At an airport, travellers use computers to:

- **check-in** their luggage;
- go through **security scanning**;
- look up their flight departure gate on a **monitor screen**;
- **scan their ticket** before boarding a plane.



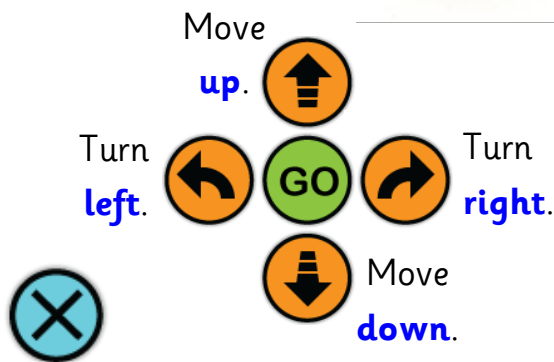


Computing Knowledge Organiser

Computer Science - Programming: Years 1/2

Floor Robots

You can **control** how a floor robot moves by giving it a **sequence of commands** to follow.



Press the **clear** button to reset it for another go.

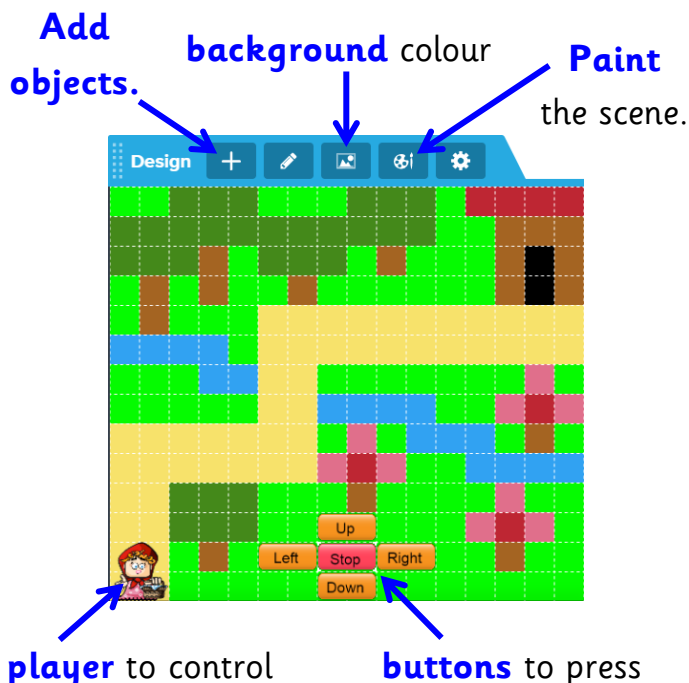
Check the commands and **predict** the route it will follow before pressing 'go'.

Programming Vocabulary

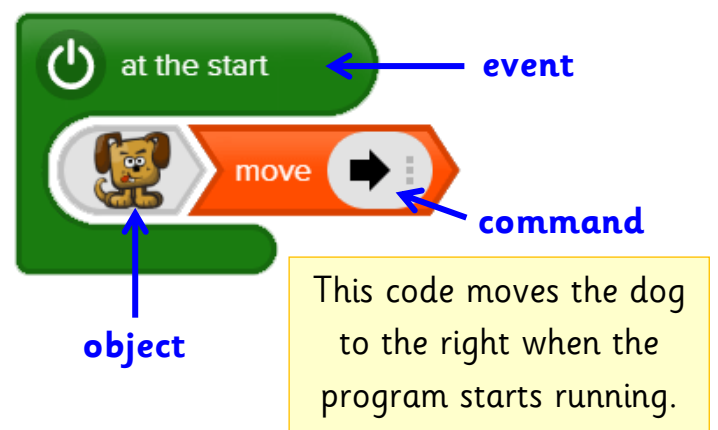
Algorithm	The steps needed to do a task, written in everyday language, in order (e.g. 'Press the button to eat the food.').
Debugging	Finding and correcting mistakes (bugs) in code.
Event	Code that runs when something happens, such as a button being clicked.
Execute	Run code on a computer precisely to make a program.
Object	An item on screen, such as an image, a button or some text.
Testing	Checking if a program works how it should.

Designing a Program

The **user interface** is the graphics the user sees and interacts with.



Coding a Program



A **click event** will trigger an action when an object is clicked on.



✓ Use **logical reasoning** to predict the behaviour of a program before you run it.