Computing 1.1 Technology around us Yr 1/2 Cycle A Autumn 1

Computing Systems and Networks

Core Learning

Recognise that a computer is an example of technology and that choices are made when using it.

Here are some examples of technology

Do any of these items have anything in common?

Procedural Knowledge (Skills)

- Choose a piece of technology to do a job.
- Recognise that some technology can be used in different ways.
- Identify the main parts of a computer (i.e. mouse, keyboard) - be able to use them and edit text.
- Show how to use technology safely.

Propositional Knowledge (Concepts)

- Explain that technology is something that can help us - give examples of how.
- Identify examples of technology and how technology helps us.
- Understand why rules are needed when using technology.

Lesson Stages:

Know technology in the classroom.

Use Technology

Develop Mouse skills

Using a computer key board

Develop Keyboard skills

Use a computer responsibly

Key Vocabulary

Computer:an electronic device for storing and processing data,

Double click : press a computer mouse button twice in quick succession to select a file.

Keyboard: device for working with information.

Mouse: action of writing something by means of computer.

Screen :flat panel or area on an electronic device such as a computer.

Technology :machinery or equipment developed from the application of scientific knowledge.

Track pad: another word for a touch pad.

Typing:the action or skill of writing something by means of a typewriter or computer.

Sources of support

- Teach it unit and plans 1.1 (key Learning Graph)
  https://teachcomputing.org/curriculum/key-stage-1

- paintz.app   7.7.23