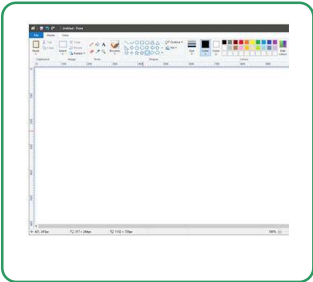




Key knowledge



- Know what technology is and how we use it in the classroom.
- Identify a computer and its main parts.
- Know what the open command does.
- Know what tools are in a drawing package.



Key vocabulary

Technology	Uses knowledge to help us solve problems.
Mouse	For clicking on things or moving them.
Keyboard	For typing letters and numbers.
Base Unit	For storing the parts that make the computer work.
Laptop	A smaller compact computer.
Tablet	An even smaller computer.
Screen	For viewing programs and apps.
Open	For opening a file that's already there.
Shape Tool	A tool for drawing shapes.
Line Tool	A tool for drawing straight lines.
Freehand	A drawing tool, which follows the mouse.
Undo	Used to take away the last thing you did.

technology



mouse



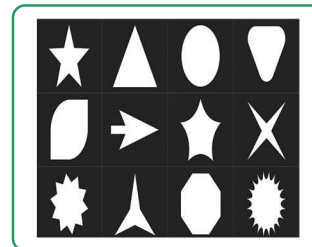
keyboard



Key questions

- 1 What is technology? Give examples.
- 2 What are the parts of the computer called?
- 3 What does the open command do?
- 4 Name the tools used to draw on a computer.
- 5 What does undo do?

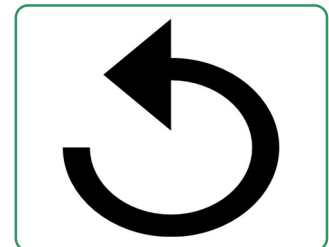
shape tool



tablet



undo





Key Knowledge, Vocabulary and Questions

Computing: Programming A – Moving a Robot / Data and Information – Grouping Data

Year 1

Key knowledge



- Know what a given command will do.
- Know what an algorithm is.
- Know what a program is.
- Understand what debugging is.
- Know what an object is.
- Know what an attribute is.
- Know what data is.
- Know what information is and how is it different to data.



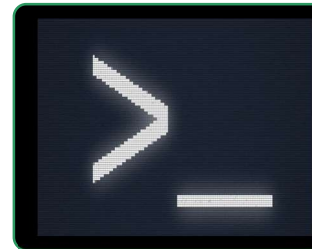
Key vocabulary

Command	A single instruction to a computer
Code	The commands that a computer can run
Algorithm	A precise set of steps to achieve a task
Program	A set of ordered commands to complete a task (different to an algorithm – a program can contain several algorithms).
Debug	Correcting mistakes within a program.
Object	Something that can be named and has attributes (properties), which can be labelled.
Attribute	Used to describe an object (such as colour, size, or price).
Data	Information (can be meaningless e.g red)
Information	Data with meaning (e.g a red pen)

Key questions

- 1 Know what a given command will do.
- 2 Know what an algorithm is.
- 3 Know what a program is.
- 4 Understand what debugging is.
- 5 Know what an object is.
- 6 Know what an attribute is.
- 7 Know what data is.
- 8 Know what information is and how is it different to data.

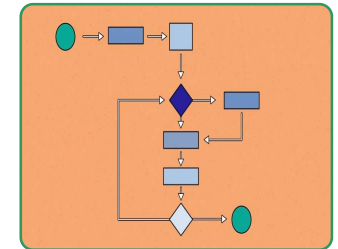
Command



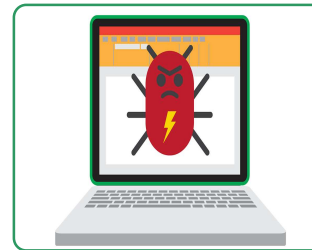
Code



Algorithm



Debug



Information



Data





Key knowledge



- Know what a word processor is.
- Know what keys on a keyboard do.
- Know that the look of text can be changed on a computer.
- Understand words for tools that change the look of text.
- Understand what run does.
- Know what a sprite is.
- Know that Scratch Jr algorithms are made of blocks.

Key questions

- 1 What is a word processor?
- 2 What do these keys do on a keyboard?
- 3 How do you select a word?
- 4 Which tools could you use to change the look of the text?
- 5 What does the run button do?
- 6 What is a sprite?
- 7 What is a block?

Key vocabulary

Word Processor	A program you can use to write with on a computer.
Character	A single letter
Space Bar	Used to leave spaces between words.
Shift / Caps Lock	Used for capital letters.
Backspace	Used to delete the last character you typed.
Double Click	Clicking the mouse twice quickly.
Bold	Thicker characters.
Italics	Slanted characters.
Underline	A line underneath.
Font	A different style of character.
Run	Starts the program.
Sprite	A flat (2D) picture.

