Computing Knowledge Organiser
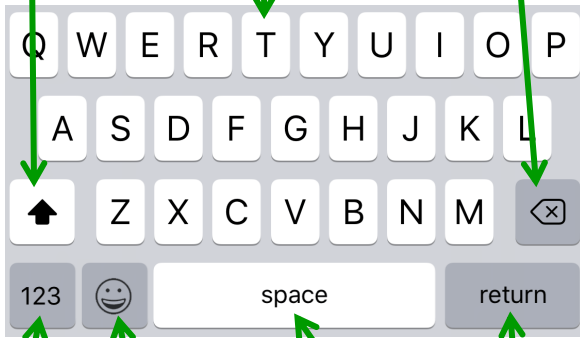## Information Technology: Years 1/2

Parts of a Keyboard

shift key for capital letters

letter keys

Backspace to delete text.

Q W E R T Y U I O P
A S D F G H J K L
Z X C V B N M
123 space return

numbers and special **characters**
, ? ! / £

Emojis 😄 🤣

Press **spacebar** once for a space.

return or **enter** for a new line.

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.

Comic Sans MS 12 A˄ A˅ A ˅

Sunday trip

It was a hot, sunny day so I went to th

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.

🖼 Photos

📷 Camera

✏ Pen

T Add Text

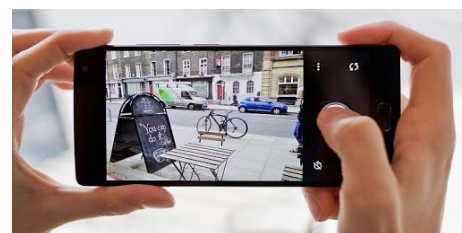🎤 Add Sound

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

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.

portrait

landscape

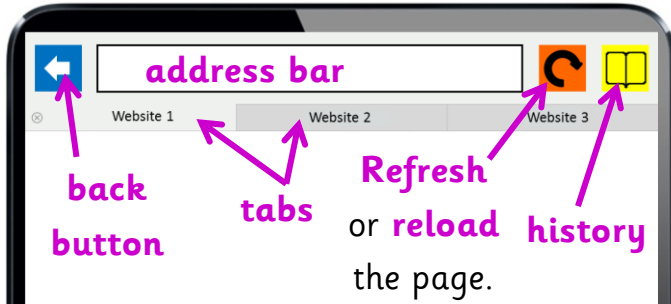✓ Ask **permission** before taking photos of other people.
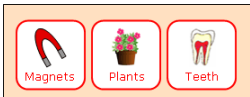
Computing Knowledge Organiser
Digital Literacy: Years 1/2

Using a Web Browser

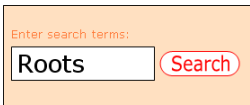A **web browser** lets you **view** websites on the Internet.

address bar

Website 1   Website 2   Website 3

back button   **tabs**   **Refresh** or **reload** the page.   **history**

You can **navigate** a website using:

Magnets   Plants   Teeth

a **menu** of buttons or icons;

A B C D E F

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

Enter search terms:
Roots   Search

a key word **search**.

Internet Search Engines

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

Google   b Bing   Ask   yahoo!

search bar

1. Website title
2. Website title
3. Website title

search results   **images**   **filter**
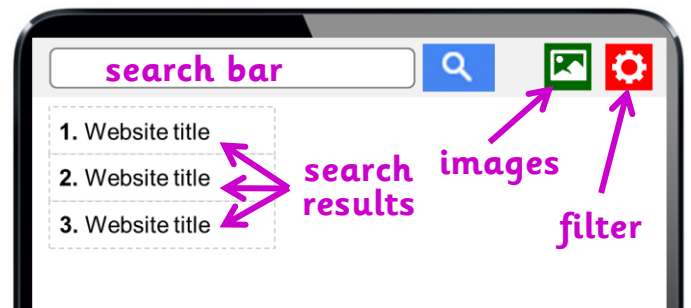
✓ Search using **key words** and **spell them correctly**!

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

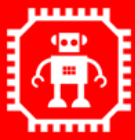If you are feeling: worried, scared or sad when online, **ask a grown-up you trust for help or support**.

a teacher or teaching assistant   your parents

CEOP REPORT
ceop.police.uk

ChildLine
0800 1111

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**;
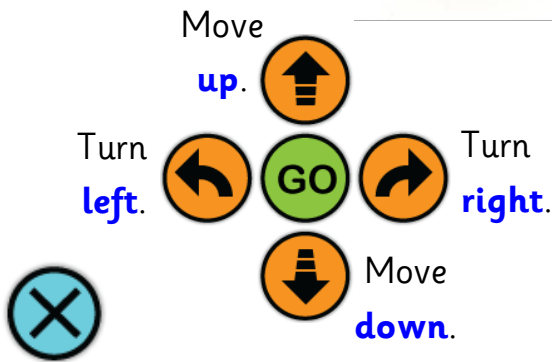- **scan their ticket** before boarding a plane.

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.

Move **up**.

Turn **left**.   **GO**   Turn **right**.

Move **down**.

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

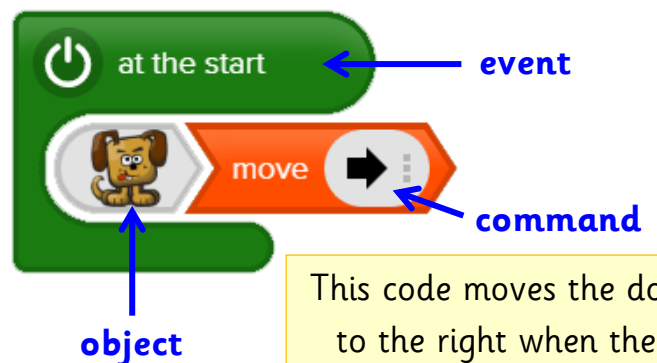The **user interface** is the graphics the user sees and interacts with.

Add objects.   **background** colour   **Paint** the scene.
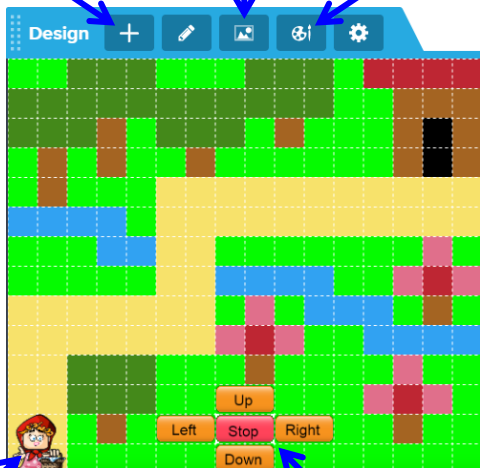
player to control   **buttons** to press

Coding a Program

event

command

This code moves the dog to the right when the program starts running.

object

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.