



# Computing Knowledge Organiser

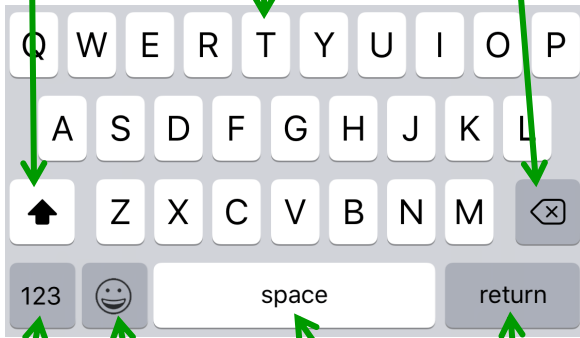
## Information Technology: Years 1/2

### Parts of a Keyboard

**shift** key  
for capital  
letters

letter keys

**Backspace**  
to delete text.



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.



#### 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.

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



Photos



Camera



Pen



Add Text



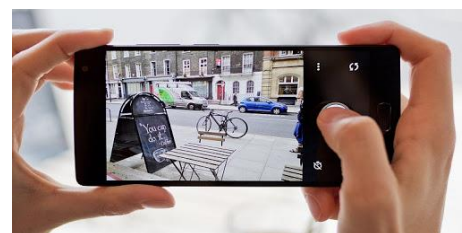
Add Sound

**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.



**portrait**

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

**landscape**

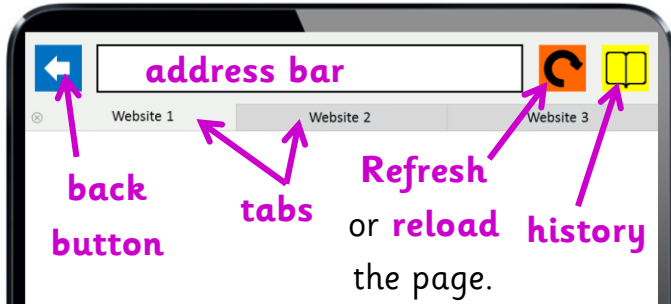


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## Digital Literacy: Years 1/2

### Using a Web Browser

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



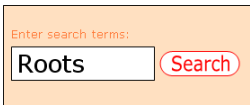
You can **navigate** a website using:



a **menu** of buttons or icons;



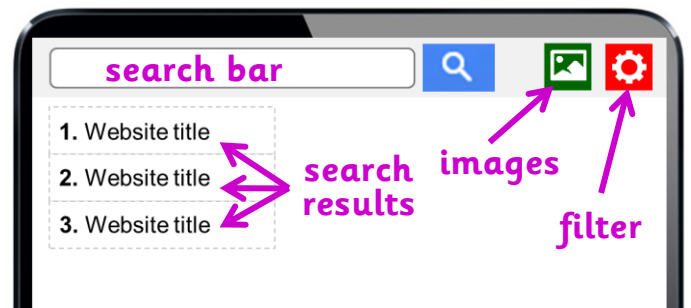
an **index** of pages listed in alphabetical order;



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.**

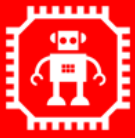


a teacher or teaching assistant



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.



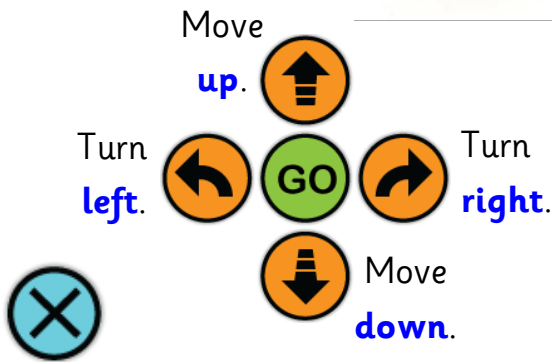


# Computing Knowledge Organiser

## 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.

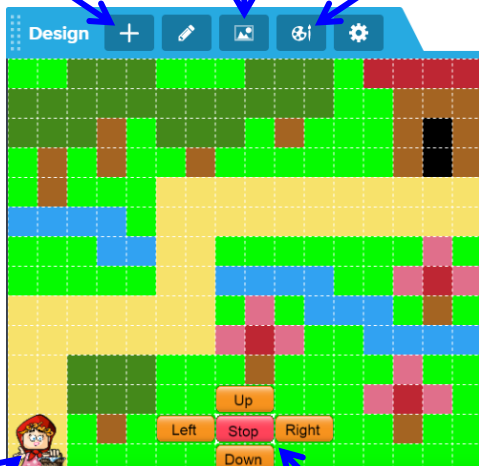
**Object** An item on screen, such as an image, a button or some text.

**Testing** Checking if a program works how it should.

### Designing a Program

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

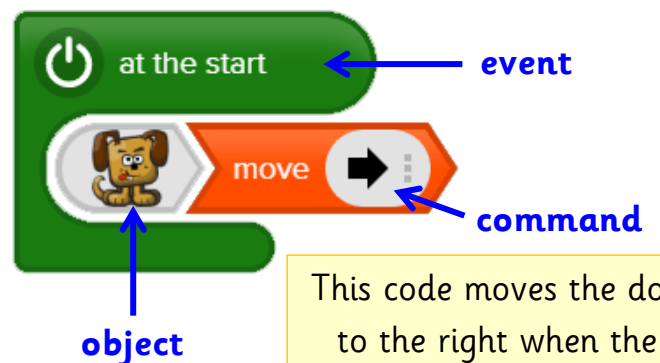
**Add objects.** **background colour** **Paint the scene.**



**player** to control

**buttons** to press

### Coding a Program



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

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.