

Lakeside Primary Academy EYFS - Knowledge Organiser - Computing

Understanding the World

Key Skills	Key Knowledge	<u>Vocabulary</u>
<p>Knows how to operate simple equipment, e.g. turns on CD player, uses a remote control, can navigate touch-capable technology with support</p>	<p>-When we are in school, technology is all around us!</p> <p>- Explore the items below, and think about:</p> <p>What does this do? How does it work? What happens when I press...? What can I use this for?</p> <p>-Technology is also all around us at home!</p>	<p>Laptop Whiteboard Tablet Electronic Toys Calculator Camera Bee-Bot Voice Recorder</p>

Coding

Key Skills	Key Knowledge	<u>Vocabulary</u>
<p>-We can use coding to get Beebots to do basic tasks (e.g. move forwards, backwards or to the side).</p> <p>-We can also use Human Beebots (our friends!) and make up codes for them to follow!</p>	<p>-Coding is when we give instructions to a computer to do a task.</p> <p>-When coding we have to use a language that the computer can understand. This is called code.</p>	

Understanding the World

<u>Key Skills</u>	<u>Key Knowledge</u>	<u>Vocab</u>
<p>Knows how to operate simple equipment, e.g. turns on CD player, uses a remote control, can navigate touch-capable technology with support</p> <p>Shows an interest in technological toys with knobs or pulleys, real objects such as cameras, and touchscreen devices such as mobile phones and tablets</p> <p>Shows skill in making toys work by pressing parts or lifting flaps to achieve effects such as sound, movements or new images</p> <p>Can create content such as a video recording, stories, and/or draw a picture on screen</p> <p>Uses ICT hardware to interact with age appropriate computer software.</p>	<p><u>Hardware</u> - Hardware is the name for the parts of a computer that we can see and touch.</p> <p>- Hardware helps us to work computers. Examples of hardware include the mouse, keyboard, memory stick and monitor.</p> <p><u>Programs</u> - A computer program makes a computer do different things.</p> <p>- Computer programs give computers instructions. -Examples include video games, Word, PowerPoint and your internet explorer (e.g. Google).</p> <p><u>Recording and Playback Devices</u> - Recording devices capture moments and sounds, which can then be played back. Examples include video cameras and voice recorders.</p> <p>- Playback devices allow us to hear music after it is played. Examples include CD and DVD players, computers, televisions and smart phones/ tablets.</p>	<p>Computer</p> <p>Technology</p> <p>Keyboard</p> <p>Camera</p> <p>Toy</p> <p>Recording</p> <p>Mouse</p> <p>Program</p> <p>Hardware</p> <p>Coding</p>