

# The Flourish Federation—Knowledge Organiser

## Brookfield Infant and Junior Schools



|                         |                                                               |               |               |
|-------------------------|---------------------------------------------------------------|---------------|---------------|
| <b>Computing Focus:</b> | <b>Information Technology —<br/>Hardware &amp; Processing</b> | <b>Year 2</b> | <b>Term 2</b> |
|-------------------------|---------------------------------------------------------------|---------------|---------------|

| <b>What? (Key Knowledge)</b>                                                            |
|-----------------------------------------------------------------------------------------|
|                                                                                         |
| I recognise that a range of devices can be considered a computer                        |
| I recognise and use a range of input and output devices                                 |
| I understand how programs specify the function of a general purpose computer            |
| I begin to understand how computers collect data from various input devices i.e sensors |

| <b>Useful Web Links</b>                                                                                                                                                                                    |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <a href="https://www.purplemash.com/sch/brookfield-infant">https://www.purplemash.com/sch/brookfield-infant</a><br>Children all have home access. Log in details are in the front of Reading Record books. |
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| <b>Cross-Curricular Links</b> |
|-------------------------------|
| History—Remembrance Day       |

| <b>What? (Activities)</b>                                                                                                                                                                                                                                                                                                                                                 |
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|                                                                                                                                                                                                                                                                                                                                                                           |
| <div>I recognise that a range of devices can be considered a computer</div> <div>Children sort out pictures of things are the local environment that use technology and things that don't. They can give an explanation of what technology means.</div>                                                                                                                   |
| <div>I recognise and use a range of input and output devices</div> <div> Children will look at how the ipad uses input and output.<br/><br/> Eg speakers are an output device because sound comes out from the ipad.<br/><br/> Cameras are an input device because you are uploading them onto the device. </div>                                                         |
| <div>I understand how programs specify the function of a general purpose computer</div> <div> Children can use ipad software to create, edit and rotate photographs of poppies for Remembrance Day<br/><br/> Class thought shower. Identify programs such as word , publisher and describe what you would use each for. </div>                                            |
| <div>I begin to understand how computers collect data from various Input devices i.e sensors</div> <div> Look at bbc bitesize parts of a computer <a href="https://www.bbc.co.uk/bitesize/topics/zbhgjxs/articles/z9myvcw">https://www.bbc.co.uk/bitesize/topics/zbhgjxs/articles/z9myvcw</a><br/> Discuss how each part works and sends messages to the computer. </div> |

| What? (Key Vocabulary)      |                                                                                                                                                                                                                                                                                       |
|-----------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Spelling                    | Definition                                                                                                                                                                                                                                                                            |
| <b>hardware</b>             | Computer hardware is the collection of physical parts of a computer system. Computer hardware is what you can physically touch, includes the computer case, monitor, keyboard, and mouse.                                                                                             |
| <b>software</b>             | Computer software, is a set of instructions and that tells a computer what to do or how to perform a task. Software includes all different software programs on a computer, such as applications and the operating system.                                                            |
| <b>Processor/processing</b> | A central processing unit (CPU) is an important part of almost every computer. The CPU sends signals to control the other parts of the computer, almost like how a brain controls a body. The CPU is an electronic machine that works on a list of things to do, called instructions. |

| What? (Key Vocabulary)     |                                                                                                                                                                                                                                 |
|----------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Spelling                   | Definition                                                                                                                                                                                                                      |
| <b>Input</b>               | In computing, an input device is computer hardware which is used to enter data for processing. Examples of input devices include keyboard, mouse, image scanner, digital cameras and joysticks.                                 |
| <b>Output</b>              | An output device is any hardware device used to send data from a computer to another device or user. ... Typical examples of output devices are monitors and projectors (video), headphones and speakers (audio), or printers . |
| <b>Program/programming</b> | The process of telling a computer to do certain things by giving it instructions. These instructions are called programs                                                                                                        |
| <b>Technology</b>          | Science and engineering knowledge put into practical use to solve problems or invent useful tools.                                                                                                                              |

## Visuals

### Key Questions

What is technology?

Technology is the use of knowledge to invent new devices or tools. Throughout history, technology has made people's lives easier.

How does technology make our lives easier?

Technology has made life easier in many areas. It is now much easier to communicate around the world. Messages that used to take weeks to reach the sender can now be sent and received in seconds. We are surrounded by technology from your toys, to machines in your house to systems that control traffic and planes.

