



Spring 1

Lostwithiel Primary School

Year 1

Digital Literacy - Typing Text and Drawing

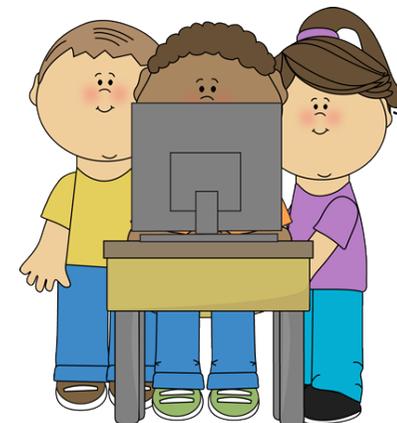
Computing Knowledge Organiser

Cherry Tree Class

Prior Learning: In reception children have learnt to recognise that a range of different technology can be used in places such as homes and schools. They will have used ipads and be able to operate a computer using simple commands. to access different software and navigate different websites. So far in year 1, children have used ipads and laptops to access a specific website. They have created video and picture files and uploaded them to an online journal and are becoming more familiar with using a computer.

Key Computing Learning:

- The power button turns on a computer, after which a username and password must be entered to access the desktop.
- All computers have a screen, a keyboard and a mouse or mouse pad. We use these to make the computer follow our commands.
- There are lots of different programs on a computer which have different jobs. Word is a program where you can type short a programme where you can create pictures using a computer.
- The mouse or mouse pad helps us move the curser around the page.
- In word, you use a keyboard to type what you want to write in to a document. Some keys on the keyboard have a special job.
- The space bar creates a (finger) space between words.
- When you get to the end of the page with your typing, the text will automatically move to a new line, however the return or enter curser to the next line down.
- The backspace button will delete letters or spaces you have entered.
- The shift key is used to type a capital letter.
- To keep what you have created you need to save it and give it a file name. The name helps you to find your work again so you can reopen it.
- In paint you can create pictures using different tools. You can change colour, rub out what you have created, use different thicknesses of brush to create different types of lines and fill shapes with colour.



Resources		Key Computing Vocabulary			
Laptops with word software installed. Ipads with paint software installed.	keyboard	A selection of keys, each with their own number, letter or special function that allows you to type words into a computer.	cursor	A little line on your page that shows where you will start typing.	
	mouse/mouse pad	A way to move your arrow or cursor around the computer screen to tell the computer what to do.	power button	The button you use to turn on a computer.	
	log in screen	The page that is first displayed when you turn on your computer which asks for your username and password.	space bar	The long key on a keyboard that puts a space between words.	
	program	Help you to create work on a computer in different ways.	shift key	Changes the use of most keys on the keyboard. If held whilst a letter key is pressed, the letter will become capitalised.	
	desktop	The page displayed once you have logged in, usually with short cuts to different programs.	backspace key	Moves the cursor backwards and erases the text it move back over.	
	save	The computer stores a copy of your work for you to open.	enter/return key	The large key with an arrow that lets you start typing on a new line.	
	open	You can reopen a piece of work the computer stored previously.	print	The computer send a piece of work to be printed.	

Computing Outcomes	Cross Curricular Links
Children will produce a factfile about Florence Nightingale in word using a given template. Children will produce an image inspired by John Dyer using the paint application. The final image will be printed.	History: create a fact file about Florence Nightingale. Art: create an image to explore colour using paint.

Linked documents: Class Overview, Computing Whole School Progression document and Class Medium Term Planning.

