

COMPUTING – YEAR 1/2 KNOWLEDGE ORGANISER

What I should already know:

	e-Safety	Programming	Handling Data
Foundation Stage	<ul style="list-style-type: none"> I can ask an adult when I want to use the Internet. I can tell an adult when something worrying or unexpected happens while I am using the Internet. I can be kind to my friends. I can talk about the amount of time I spend using a computer / tablet / game device. I am careful with technology devices. 	<ul style="list-style-type: none"> I can make a floor robot move. I can use simple software to make something happen. I can make choices about the buttons and icons I press, touch or click on. 	<ul style="list-style-type: none"> I can tell you about different kinds of information such as pictures, video, text and sound.
	<h4 style="text-align: center;">Multimedia</h4> <ul style="list-style-type: none"> I can move objects on a screen. I can create shapes and text on a screen. I can use technology to show my learning. 	<h4 style="text-align: center;">Technology in our Lives</h4> <ul style="list-style-type: none"> I can tell you about technology that is used at home and in school. I can operate simple equipment. I can use a safe part of the Internet to play and learn. 	

What I will learn by the end of the Key stage:

- Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions.
- Create and debug simple programs.
- Use logical reasoning to predict the behaviour of simple programs.
- Use technology purposefully to create, organise, store, manipulate and retrieve digital content.
- Recognise common uses of information technology beyond school.
- Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.

What I will learn by the end of the units:

- To walk around the local community and find examples of where technology is used.
- To record examples of technology outside school.
- To sort items using a range of criteria.
- To learn the functions of the 2Paint a Picture tool.
- To learn about and recreate the Impressionist style of art (Monet, Degas, Renoir).
- To recreate Pointillist art and look at the work of pointillist artists such as Seurat.
- To learn about the work of Piet Mondrian and recreate the style using the lines template.
- To learn about the work of William Morris and recreate the style using the patterns template.
- To explore surrealism and eCollage.

KEY RESOURCES



Key Questions

In what ways can we sort objects? We can sort objects by different criteria. These include the size of the objects, the colour of the objects or the number of sides the object has. The criteria will depend on the type of objects being sorted.

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.

What are the main features of Impressionism? Impressionism is a style of painting that focuses on the effects of light and atmosphere on colours and forms. Impressionist artists often used broken brush strokes.

What are the main features of Pointillism? Pointillism is a painting technique developed by the artist George Seurat. It involves using small, painted dots to create areas of colour that together form a pattern or picture.

What are the main features of Surrealism? Surrealistic art is characterized by dream-like visuals, the use of symbolism and collage images. Several prominent artists came from this movement, including Renee Magritte, Salvador Dali, and Max Ernst.

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Key Vocabulary

Criteria A way in which something is judged.

Describe To give a detailed account of something.

Groups Objects arranged and put together because they have features in common.

Sort Putting things together by features they have in common.

Computer An electronic device for storing and processing data.

Technology Science and engineering knowledge put into practical use to solve problems or invent useful tools.

Pointillism Pointillism was a development of impressionism. It was invented mainly by George Seurat and Paul Signac. Pointillist paintings are created by using small dots in different colours to build up the whole picture. Colours are placed near each other rather than mixed.

Impressionism The impressionist movement began in the 1860s and became most popular in the 1870s and 1880s. It differed from the common art of the time because it wasn't religious art, showing scenes from religious stories or specific events, but was just intended to capture a scene at a moment. The art gave an 'impression' of the scene.

Surrealism Explored the subconscious areas of the mind. The artwork often made little sense as it was usually trying to depict a dream or random thoughts.

Art A visual form of creative activity and imagination.

Fill Causing an area to become full, in this case, of colour.

Palette Within computer graphics, this is the range of colours or shapes available to the user.

Style A particular way in which something looks or is formed.

Diagonal A slanted straight line.

Dilute When you add water to a liquid to make it thinner. In the case of adding water to paint, it makes the colour weaker/lighter.

eCollage A 2Paint A Picture template style where the picture is made by creating stamps that can then be placed on the picture.

Horizontal A line or shape which goes in the direction of side to side.

Line A long and narrow mark.

Parallel Lines that run side by side that never meet