

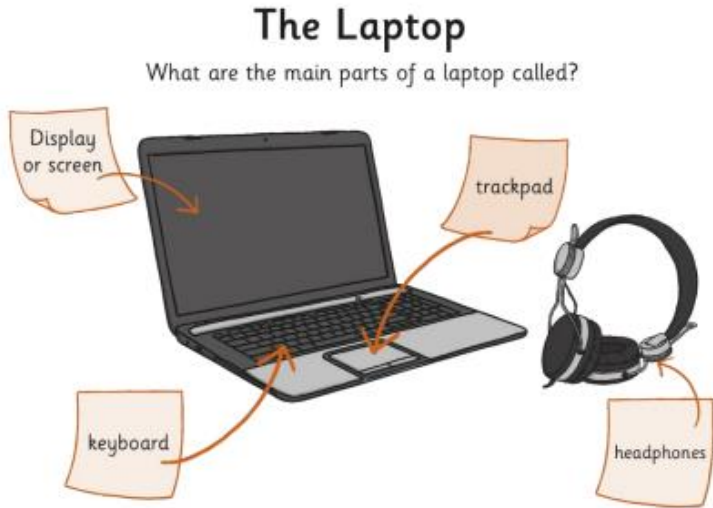


KNOWLEDGE ORGANISER: Computing Year 1 Autumn 1

Key Vocabulary	
Device	Something electronic you turn on or off.
Input	Giving a computer information like a login.
Mouse or Trackpad	How you point and click on a computer.
Keyboard	How you give the computer words and numbers.
Debug	Fixing a problem with an algorithm or device.
Hardware	Something you can touch and hold.
Software	The programmes inside the computer that you can't touch.

Home Learning

- Can you find electronic things around your house? Can you power them on safely, then can you power them down?
- Do you have a computer or iPad at home. Can you get them to turn on and select a programme to run?
- Think about what might happen if you don't turn something off. What happens to us if we don't sleep? The same thing happens to electronics!



Log On

Type user name.

Press <tab>

Type password.

Press <enter>

Log Off

At the end of the session log off.

1. Click the start button.
2. Click the arrow next to shutdown.
3. Click 'Log Off'.

Computer Skills

It is important that before we start to work and play on computers we know how to responsibly use them. Think about how you need to learn how to do maths. It is the same for computers we need to learn how to do simple things before we get to the tricky challenges.