Computing Knowledge Organiser (UW) FS1/FS2



Outcomes Children recognise that a range of technology is used in places such as homes and schools. They select and use technology for particular purposes

CoEL Keeping on trying •Persisting with activity when challenges occur •Showing a belief that more effort or a different approach will pay off •Bouncing back after difficulties Choosing ways to do things •Planning, making decisions about how to approach a task, solve a problem and reach a goal •Checking how well their activities are going •Changing strategy as needed •Reviewing how well the approach worked

Computing- Topics Covered in FS1 and FS2

All About Me

Bears

Ground, Air, Water

Autumn at School

Animals

Journeys

Word Bank

Technology, computer, push, pull, open, shut, press, button, switch, mouse, screen, keyboard, headphones, app, camera, tablet, laptop, phone, microphone, names of common tech found in homes, robot, instruction, program.

Possible Experiences

- Exploratory play
- Using cameras to take photos
- Using iPad to record videos
- Using apps to edit videos for purpose e.g; Chatterpix
- Collecting videos and images to create our own iMovies
- Play with push button and wind up toys
- Using Smartboard and Paint to create art with technology
- Technology hunt around school
- Using technology to plan a journey
- Investigating robots and how they work
- Programming Beebots

Key Knowledge

- Demonstrates ability to make different toys work by pushing buttons, lifting flaps etc
- Interacts with age-appropriate software
- Able to complete a simple program e.g; send a Beebot in a desired direction
- Names common technology found at home and at school
- Demonstrates using technology for purpose e.g; Selects camera to take photo
- Thinks about uses of technology e.g; Takes photo to make a record of an event
- Understands that information can be retrieved from a computer