

## Computing Knowledge Organiser: Technology Around Us

Key Vocabulary	
<b>arrow keys</b>	<b>Arrow keys</b> enable a computer user to move a cursor without the use of a mouse or trackpad.
<b>computer</b>	A <b>computer</b> is an electronic device for working with information. The information can be numbers, words, pictures, movies or sounds.
<b>cursor</b>	A <b>cursor</b> is usually an arrow (or sometimes a blinking line) on a computer screen that is controlled by the mouse. It shows you where you are working.
<b>double click</b>	To <b>double-click</b> you need to press the computer mouse button twice quickly, without moving the mouse.
<b>file</b>	Information stored on a computer.
<b>keys</b>	<b>Keys</b> allow you to enter letters, numbers and other symbols into a computer.
<b>keyboard</b>	A computer <b>keyboard</b> is an input device with a set of keys that allows you to enter letters, numbers and other symbols into a computer.
<b>laptop</b>	A <b>laptop</b> is a portable computer that can be moved around easily to different places.
<b>monitor</b>	A screen that shows you what you are doing; a viewer that displays what the computer sends to it
<b>mouse</b>	A <b>mouse</b> is a small handheld device that controls a cursor on the computer screen.
<b>open</b>	<b>Open</b> means to show a saved piece of work on your computer, which you can then edit.
<b>save</b>	When you <b>save</b> your work, it stores it so that you can open it up again.
<b>shut down</b>	Shutting down a computer means to turn it off completely. This is done by correctly selecting the <b>shut down</b> option.
<b>trackpad</b>	This is sometimes also called a 'touchpad'. The <b>trackpad</b> is a flat control surface used to move the cursor, most often found on a laptop.
<b>technology</b>	<b>Technology</b> is anything made by people to help us.

### Assessment: Computing Systems and Network

- I can explain technology as something that helps us
- I can locate examples of technology in the classroom
- I can explain how these technology examples help us
- I can name the main parts of a computer
- I can switch on and log into a computer
- I can use a mouse to click and drag
- I can use a mouse to open a program
- I can click and drag to make objects on a screen
- I can use a mouse to create a picture
- I can say what a keyboard is for
- I can type my name on a computer
- I can save my work to a file
- I can open my work from a file
- I can use the arrow keys to move the cursor
- I can delete letters
- I can identify rules to keep us safe and healthy when we are using technology in and beyond the home
- I can give examples of some of these rules
- I can discuss how we benefit from these rules



### EYFS LINKS

#### Personal, Social and Emotional Development:

Show resilience and perseverance in the face of a challenge.

Know and talk about the different factors that support their overall health and wellbeing: sensible amounts of 'screen time'

#### Physical Development:

Develop their small motor skills so that they can use a range of tools competently, safely and confidently.

#### Expressive Arts and Design:

Explore, use and refine a variety of artistic effects to express their ideas and feelings.

# Computing Knowledge Organiser: Technology Around Us

## Hardware



Desktop **computer**



Monitor



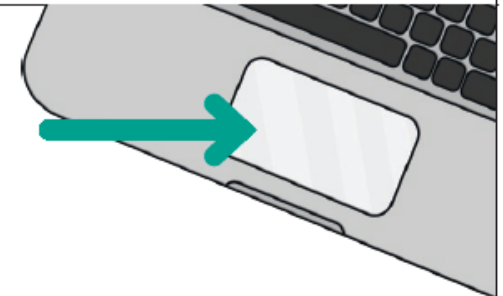
Laptop



Keyboard



Mouse



Trackpad

## Icons



Save



Open



Cursor



Minimise



Maximise



Close