Woodley Primary School – Knowledge Organiser

Computing Focus:	Information Technology	Year 1	Ongoing

Key Vocabulary

Spelling	Definition
Animate	Bring something to life
QR code	A code read by a computer which connects to a website
Aerial Photography	Photos taken from above

QR Code

Prior Knowledge
What I should already know …

EYFS:
- Use multimedia equipment, e.g. digital cameras, video cameras, webcams and visualisers, to capture still and moving images
- Explore ways of making and listening to sounds using simple programs and devices
- Develop mouse control
- Use a paint program to make marks, using simple tools, to communicate their ideas
- Use different forms of electronic communication in free play
- Begin to develop simple classification skills by carrying out simple sorting activities away from the computer

What I will know at the end of the unit

Objectives for the unit:	• Use technology purposefully to create, organise, store, manipulate and retrieve digital content • Recognise common uses of information technology beyond school
Key Skills and Knowledge:	• Use simulators to explore aerial photography (Google Earth), animate character using voice recorder, take photos, add soundboard to photos on Tiny Tap, use QR code, edit photos using pic collage and add text, create masks I • can use a digital still camera to take a picture and edit it • I understand the need to frame the image and keep the camera still • I can record an audio recording • I can play back an audio recording • I can insert a voice recording into an app to animate a character and create a soundboard • I can create a mask by editing a template and selecting/inserting colour • I can use simulators to explore aerial photography (Google Earth), • I can find a website by using a QR code
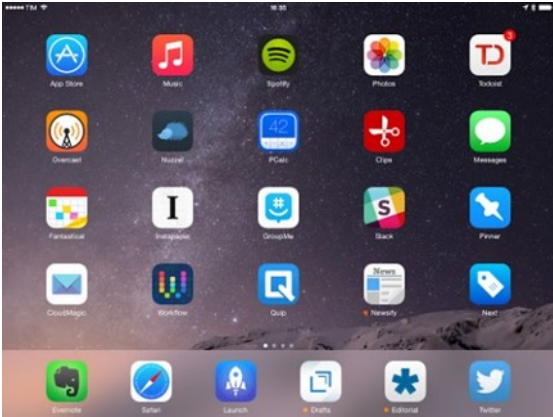
Possible Experiences

- Use Google Earth to research school grounds.
- Use Chatterkids app to create an animation.
- Take photos and turn them into an animation using sounds.
- Design and create superhero masks using technology.