



St Leo's and Southmead Catholic Nursery and Primary School EYFS Computing Knowledge Organiser



Overview Computing

-In **Computing**, we learn about computers and modern technology, and how we use them.



Computers and technology are a part of our everyday life, and so it is really important that we are confident with them.



Computing is also important because it teaches us to solve problems and come up with new ideas.

Almost all the early Computing learning can be found in 'Understanding the World', one of the 7 EYFS learning areas.

Key Vocabulary

- Computer
- Technology
- Keyboard
- Camera
- Toy
- Recording
- Mouse
- Program
- Hardware
- Coding



Understanding the World

Hard ware – Sub-area: Technology

Hardware is the name for the parts of a computer that we can see and touch. Hardware helps us to work computers. Examples of hardware helps us to work computers. Examples of the hardware include the mouse, keyboard, memory stick and monitor.



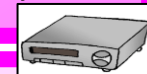
Programs – Sub-area: Technology

A computer program makes a computer do different things. Computer programs give computers instructions. Examples include video games, Word, PowerPoint and you internet explorer (google)



Recording and Playback Devices – Sub-Area : Technology

Recording devices capture moments and sounds, which can then be played back. Examples include video cameras and voice recorders. Playback devices allow us to hear music after is played. E.g. CDs DVDs players, computers, televisions and smart phones/tablets



Understanding the World

	<p>Technology in the Classroom Sub-Area: Technology</p>	<p>When we are in school, technology is all around us! Explore the items below, and think about: What does this do? How does it work? What happens when I press...? What can I use this for? Laptop, Whiteboard, Tablet, Electronic Toys, Calculator, Camera, Bee-Bot, Voice Recorder.</p>
	<p>Technology at Home Sub-Area: Technology</p>	<p>Technology is also all around us at home! Using the same questions, explore these devices (safely and with the help of an adult) Phone, Television, Hoover, Toys, Music Player, DVD Player, Thermostat</p>
	<p>Technological Toys Sub-Area: Technology</p>	<p>Technological toys are toys that use modern science in order to work, e.g. smart phones, cameras, tablets and computers. These toys can work in different ways, e.g. by typing letters on keys on computers or pressing a button to make a camera take a picture. Knobs: A sticky out part of a product, that is normally round. Examples include – Door knobs, drawer knobs or volume dials on radios. Handles: A part of a product made for a hand to hold. Examples include, scissors, door handles and the part that you hold on an Xbox Controller! Pulleys: A part of a product that has a rope or chain that runs around a wheel, helping us to lift or move things, e.g. a flagpole or elevators.</p>

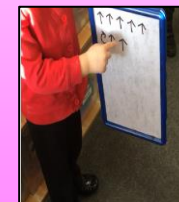
Basic Coding

Coding is when we give instructions to a computer to do a task.

When coding we have to use a language that the computer can understand. This is called code.

We can use coding to get Beebots to do basic tasks, e.g. move forwards, backward or to the side.

We can also use Human Beebots (our friends) and make up codes for them to follow!



Make sure an adult is with you when you use technology.

Only adults should handle switches, wires and batteries.

Keep food and drinks away from computers.

Makes sure that you are seated properly when using a computer.

Make sure adults can always see your screen.

Do not talk to strangers when online

Keep computers Away from table edges