



St Leo's and Southmead
Catholic Nursery and Primary
School

Year
Two

Computing Knowledge Organiser

Summer
Term

Amazing Activities
Challenge children from
Year 3 to find the
hidden QR codes and
answer the problems.

Key Concepts

Overview: The children take part in a maths scavenger hunt and then create their own version by creating QR codes and maths videos.

What is a QR code?

How do you scan a QR code?

How do you make a video?

How do you share a video?

How do you use Seesaw?

- A QR code can be scanned and it will direct you to a website or other kind of information (eg, video)
- Videos can be produced by combining recorded speech and images using an app like Seesaw
- This video can then be shared with others, for example, to enable a game to be played



Maths Madness

Skills

- Save, share and retrieve my digital work.
- Use technology to organise and present my ideas
- Create with technology. E.g. Video, animation, 3D
- I can collect and record data purposefully.



Key Vocabulary

QR Code is an abbreviation for **Quick Response Code**. It is a special kind of barcode that anybody can scan with a smart-phone app that usually directs the user to a website.

Scan - to examine with a special device (as a scanner) especially to obtain information

Scavenger Hunt - a game where you are given a list of things you have to find.

Curriculum Links

Literacy Link: - understanding of a range of vocabulary

Maths - reasoning and problem solving activities



Nurture, Inspire, Succeed

