

Connecting computers

Construction



Prior Knowledge

Year 1: Computing systems and networks, creating media: digital painting, digital writing, grouping data, moving a robot, introduction to animation.

Year 2: IT around us, digital photography, making music, pictograms, algorithms, quizzes.

Where next? Future learning

Year 3: Stop-frame animation, desktop publishing, branching databases, sequence in music, events and actions.

Year 4: The internet, audio editing, photo editing, data logging, repetition in shapes, repetition in games.

Year 5: Sharing information, vector drawing, video editing, flat-file databases, physical computing, selection in quizzes.

Year 6: Communication, 3D modelling, web page creation, spreadsheets, variables in games, sensing.

Key Vocabulary

Tier 1: computer

Tier 2: digital device, input, output, connections, server, networks, systems, network switch

Tier 3: function, process, infrastructure



My Component Knowledge:

Lesson 1: I can explain how digital devices function.

Lesson 2: I can identify input and output devices.

Lesson 3: I can recognise how digital devices change the way we work.

Lesson 4: I can explain how a computer network can be used to share information.

Lesson 5: I can explore how digital devices can be connected.

Lesson 6: I can recognise the physical components of a network.

My Composite Knowledge:

I understand that digital devices can perform a range of functions that can be useful in everyday life. I understand how digital devices can impact the way we work.

My Powerful Knowledge:

I am developing my understanding of computing systems and what each component can be useful for. I understand that computers impact our daily lives.

What is an
input?

What is a function?

What is a digital
device?

