

# Year 1 Computing – Autumn term

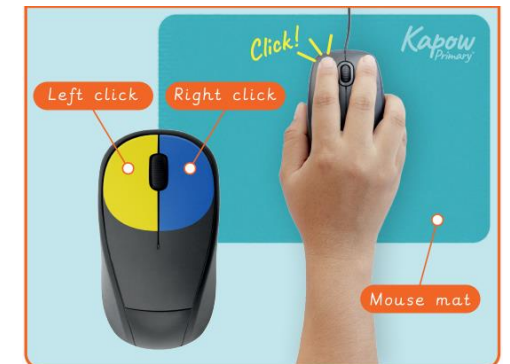
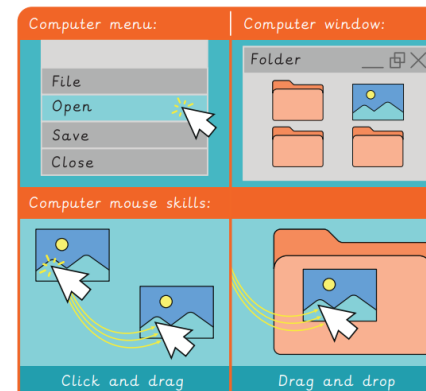
## Unit of Learning: Computing systems and networks – Improving Mouse Skills

Prior learning:

At the end of this topic, pupils will know:

<u>Line of Enquiry</u>	<u>National Curriculum Objectives</u>
1. How do I log in?	<ul style="list-style-type: none"> <li>Use technology purposefully to create, organise, store, manipulate and retrieve digital content.</li> <li>Recognise common uses of information technology beyond school.</li> <li>Use logical reasoning to predict the behaviour of simple programs</li> </ul>
2. How do I click and drag items?	
3. How do I draw and edit shapes?	
4. How do I draw a scene using digital tools?	
5. What will I use to create a digital self portrait?	

Account	Somewhere our information can be stored and seen safely using a username and password.
Clipart	A collection of images that can be used on the computer.
Computer	Electronic machine that accepts and processes information to produce an output, and then stores the results.
Log on	To put in a username and password unique to you, to access your personal account.
Log off	To lock your account.
Mouse	A handheld device that is used to move things around on the computer screen.
Password	A secret word made up of letters, numbers and symbols.
Resize	To change the height and width of an object.
Screen (monitor)	A device that shows what is happening on the computer, such as videos, pictures and words.
Software	A series of instructions written for a computer to follow. Also known as apps.
Tool	An object that helps us with a particular task. For example, a ruler helps us measure.
Username	A unique name or email address for your account.



As children of God we are loved, we are called, and we are inspired.

