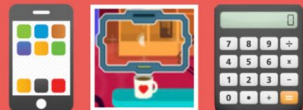




Respect, Believe, Achieve

Year 2
**Recognise
uses of IT**



Year 2

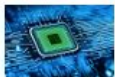
Uses of IT

Using IT

What do I already know?

1. Move the mouse or trackpad and left click to select an object.
2. Drag and drop with mouse or trackpad to move objects around the screen.
3. Use double click or double tap.
4. Find letters or numbers on keyboard.
5. Begin touch typing with home row keys.

Key Words



Microprocessor

This is the brains of the computer or digital device and it turns the instructions we put into the computer into the information we need. For example, there is a microprocessor in a calculator that turns the sum we type into the answer we need.



Analogue

This is something that does not have a computer (microprocessor) inside and cannot be programmed to work by itself because it cannot store instructions. For example, a light switch or analogue clock which just has mechanical parts but does not store information.



Digital

This is a object that has a microchip inside that can store instructions and perform those instructions by itself. For example, a digital clock can be programmed to sound an alarm at a certain time to wake us up.

Our Learning Steps

1. How We Use Computers

Recognise common uses of information technology beyond school.



2. How Computers Work

Understand computers store and follow instructions.



3. Spotting Technology

Spot digital technology in school or at home.



4. Identifying Technology

Find a piece of computer equipment amongst day to day objects and choose the correct definition.

2. Can you match the parts of a computer with what they are used for? One has been done for you.

Prints work

Listen to sound

Connect to internet

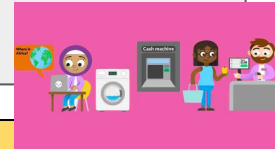
Type letters and numbers

Move a cursor



5. How Technology Helps Us

Understand how different technology helps us.



Physical Computing - Sphero Indis

Use Sphero Indis to navigate paths. Explore the Sphero Indi app to explore loops.

