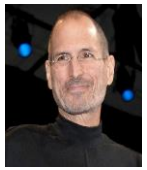
Knowledge Organiser: Year One Computing: Multimedia

How do brilliant Computer scientists use a range of multimedia to create and store digital content?

Prior learning: In Reception, children will have learnt how to interact with a range of computer software and understand its purpose.

Meet some brilliant computer scientists…



Steve Jobs was an American inventor, designer and co-founder of Apple Computer who developed the personal computer, iPod, iPhone, iPad and HomePod/Siri

Masayuki Uemura was a Japanese engineer who was responsible for the development of the Nintendo entertainment system.

1. How do computer scientists use a keyboard?

We will learn about the jobs that computer scientists do and discuss the different media they have created e.g.


Personal computer


iPhone


iPad


Nintendo 3DS


Nintendo Switch

We will then be learning about the enter, spacebar and backspace function keys to write sentences and play games of 'fastest finger first'.

sticky knowledge *Brilliant computer scientists know how to type sentences on a Word Document using the enter, spacebar and backspace function keys.*

2. How do computer scientists select and use a range of graphic tools?

We will learn how to use the brush, colour and size tools on Microsoft Paint to create a rainbow using a different colour, brush and size for each part of the rainbow.

sticky knowledge *Brilliant computer scientists know how to use a range of functions and tools to create a picture.*

3. How do computer scientists use 'drop down menus' to follow simple commands?

We will learn how to 'fill' the background of our rainbow picture and then print it out.

sticky knowledge *Brilliant computer scientists know how to use the commands / instructions to fill a background and print a picture*

4. How do computer scientists use multimedia to take photos?

We will be learning how to use the Netbooks, cameras and computers to take selfies or photos of our friends

sticky knowledge *Brilliant computer scientists know how to use a Netbook to take photos.*

5. How do computer scientists create graphics?

We will learn how to draw a self-portrait using the brush, colour and background tools on 2Paint (using a copy of the photos taken in the previous lesson)

sticky knowledge *Brilliant computer scientists know how to select and change the tools on 2Paint to create a picture of themselves.*

6. How do computer scientists create graphics and print off their work?

We will learn how to create a self-portrait and use the commands / instructions to print a picture

sticky knowledge *Brilliant computer scientists know how to create a self-portrait using a range of tools and then print it out.*

Key vocabulary: Glossary

Enter button	Can be used to go to the next line	Keyboard	A set of buttons to press to make a computer work
Spacebar	Creating finger spaces in our sentences	Fill	A tool to fill an area with a single colour
Backspace	Is like a rubber to delete	Print	How we make a paper copy of a digital piece of work

Tools	E.g. different brushes, colours, styles etc.	Function keys	Buttons on a keyboard e.g. for saving or printing work