Beacon Curriculum Computing
"Let your light shine." Matthew 5:16
Billinge St. Aidan's CE Primary School

Key Vocabulary

Battery	A cell or connected group of cells that store electrical energy to power wireless devices.
Buttons	Switches that you can press to control a device.
Computer	Electronic machine that accepts and processes information to produce an output, and then stores the results.
Desktop	A tower computer that needs a mouse, keyboard and monitor, that stays in one place.
Device	Equipment created for a certain purpose or job.
Electricity	A type of energy, that is usually invisible, that can be made or stored and used to make devices work.
Input	A way of telling the computer what you want it to do.
Invention	A new device or process which solves a problem.
Keyboard	An input device made up of buttons that create letters, numbers, and symbols, as well as perform other functions.
Laptop	A compact computer that is easy to carry and move around.
Monitor	An output device, which shows what is happening on the computer for example videos, images and text.
Mouse	A handheld device that is used to move things around on the computer screen.
Output	Information or data that is sent by the computer to an output device such as a printer or speakers.
Technology	Using scientific knowledge to help us to create new devices or tools.
Wire	A long, thin and flexible piece of metal protected by a plastic coating. Electrical wire is used to carry electricity.

Some computers have a keyboard, screen and mouse, others have buttons to make them do things.

Printer: output
Monitor: output
Computer
Speakers: output
Keyboard: input
Mouse: input

All computers need electricity - they can get this through wires into the wall or batteries!

These items all use technology.

To know statements

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To know statements	
To know how to name the peripherals: screen, keyboard and mouse and understand the function of each of the parts. They should also be able to spot peripherals on different types of computers	
To recognise that buttons cause effects and that technology follows instructions	
To recognise different forms of technology beyond laptops and tablets; to suggest what the technology does (after observing it); explaining why something is technology	
To understand how inputs and/or outputs as part of their invention and suggest how an invention works.	
To recognise computers in the world around them and explain the role of each computer	

What can you remember from previous units?

How do you login to a computer?
What is a computer mouse? How do you use one?
What is a computer keyboard? How do you use one?

Anything else you have learnt? What have you enjoyed?