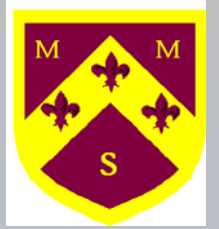


Knowledge Organiser Computing Key Stage 1

Using and Applying Skills



Key Content and Vocabulary

Pointillism – Pixel, pointillism, dots, Seurat, program, tool, size, colour.

Cubism Castle – Internet, program, tool, size, colour, shape, rotate, Picasso, cubism.

Perfect Presentations - Presentation, text, image, slide, PowerPoint.

Retrieve, Edit and Present – Presentation, text, image, slide, open, retrieve, edit, present

Scratch Castle - Scratch, program, code, algorithm, commands, blocks, instructions, repeat, sound, sprites, variable, backdrops.

Scratch Skills - Scratch, program, code, algorithm, commands, repeat, instructions, sound, variable, blocks, sprites, backdrops.

Key aims

To be given the opportunity to use skills in a new context and apply them within familiar software in order to complete a final project.

