

### Information technology around us

Learners will develop their understanding of what information technology (IT) is and will begin to identify examples. They will discuss where they have seen IT in school and beyond, in settings such as shops, hospitals, and libraries. Learners will then investigate how IT improves our world, and they will learn about the importance of using IT responsibly.

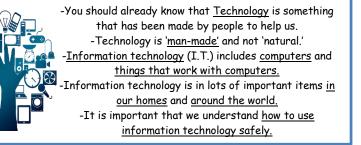
- 1. To recognise the uses and features of information technology.
- 2. To identify the uses of information technology in the school.
- 3. To identify information technology beyond school.
- 4. To explain how information technology helps us.
- 5. To explain how to use information technology safely.
- 6. To recognise that choices are made when using information technology.

### Types of devices



These are all types of technological devices. Some connect to the internet and can be used online, some cannot. Sometimes they can work both online and offline

### Overview



### Information Technology in the Home

#### I.T. is used to:

-Control the tools and appliances that we use in the home, e.g. the panel for the heating, setting the washing machine, and programming the microwave.

-Help us to communicate with one another, e.g. the internet router and the telephone.

-Entertain us, e.g. the information technology in toys, consoles and computer games.

### Information Technology in the World

-I.T. can be found in shops, e.g. the barcode, barcode scanner and till all work together to scan your shopping items.

-I.T. can be found in ATMs, e.g. the bank card, chip and PIN card reader help you to access your bank account.

-I.T. can be found outside, e.g. traffic lights, buttons, and signals work together to tell you when to cross the road.



# Key Vocabulary

Computer Information technology (IT) Mouse Device Monitor Speaker Inputs Outputs

# Sticky Learning

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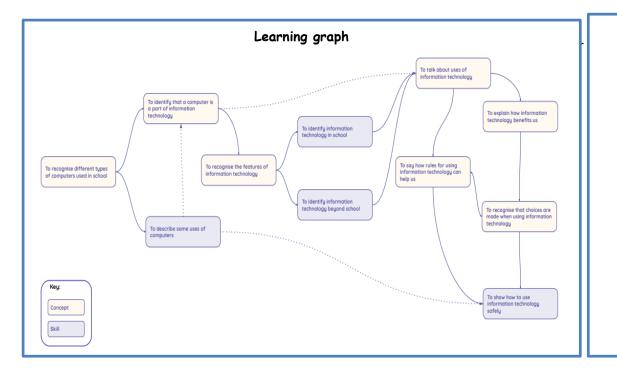
#### New Knowledge

- Know that the computers can be linked to share resources.
- Know to keep personal information private (Esafety) and know who to tell if a problem occurs.
- Know that some people can hide their identity on the internet and they might not be trustworthy.
- Know how to recognise advertising on websites and learn to ignore it.
- Identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.
- Know what information technology is in a context and where have we seen it in the real world
- Know how technology improves our world

# New Skills

- Controlling a mouse, keyboard and touchscreen device
- Show an awareness of a range of inputs to a computer (IWB, mouse, touchscreen, microphone and keyboard)
- Keep their school's online platform passwords safe and to tell their teacher if a problem occurs
- Use technology safely and respectfully, keeping personal information private
- Demonstrate safe usage of IT and know who to contact if a problem arises (E safety)





# Online Safety

### Keeping Safe Online

- ✓ Talk kindly online so you stay friends.
- Only message friends so strangers don't contact you.
- Visit sites for children so you keep safe and have fun.
- Tap links carefully so you don't buy things by mistake.
- Take breaks regularly so your eyes get rest and your body gets exercise.



## Significant People in IT



Ada Lovelace was the first computer programmer.



Alan Turing designed the first modern computer.



Sir Tim Berners Lee created the World Wide Web.



Bill Gates created an operating system called Windows.

# How Information Technology Improves our World

-Information Technology helps us in lots of different ways in our daily lives.

-I.T. can help to make things quicker and easier. E.g. at the supermarket, the barcodes/ scanners quickly add up the product numbers and costs of the things that we want to buy.

-I.T. can also help us to stay safe. E.g. The traffic lights, buttons and signals help us to avoid traffic when crossing the road.

-I.T. also helps us to communicate with one another and have fun! E.g. it can connect us to the internet, and can allow us to play games, share and receive information.

