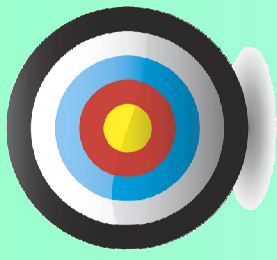# Knowledge and Understanding of the World

Find out about, and identify, uses of everyday technology and use information communication technology, and programmable toys, to support learning.
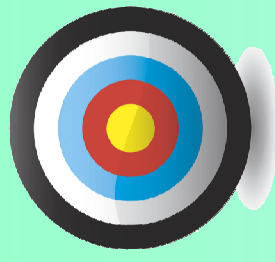
Introduction to Modelling

Children learn that a computer can be used to represent real or fantasy situations. They can discuss the main differences between a representation and the original; they can create their own representation of real, or imaginary, situations.
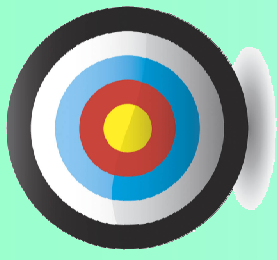
Using a Word Bank

Children use a word processor to assemble text held in a word bank and start to develop familiarity with the computer keyboard.
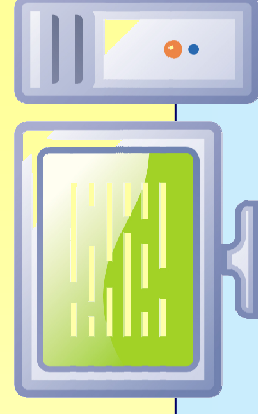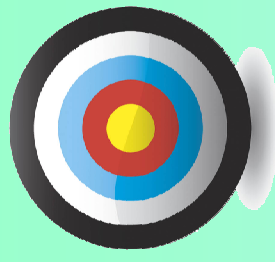
Information Around Us

Children learn that information exists in a variety of forms, including text, moving and still pictures, charts and sounds. They learn that different media are used for different purposes.
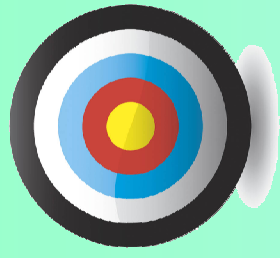
Labelling and Classifying

Children learn that information can be used to describe objects. They learn to use simple criteria to divide groups of objects into sub sets and to identify objects by key words.
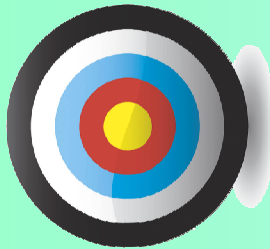
Representing Information Graphically: Pictograms

Children learn how to use ICT to represent information graphically. They learn how to create pictograms and how to answer simple questions about the data shown in their pictograms.
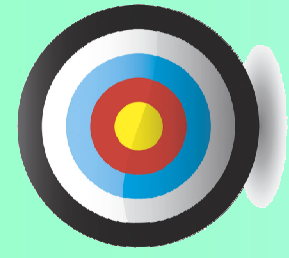
Understanding Instructions and Making Things Happen

Children learn how to give and follow instructions to make things happen.

They learn how to sequence instructions, so that others can follow them, and to predict what will happen.
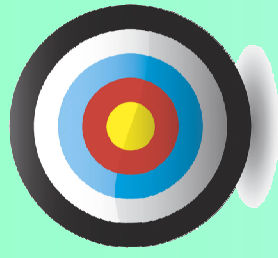
Writing Stories: Communicating Information using Text

Children use words to communicate messages. They recognise that ICT lets them correct and improve their work, either as they are working or at a later date.
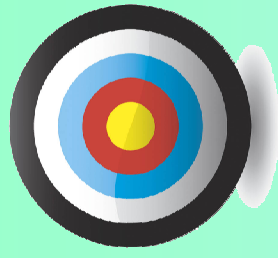
Creating Pictures

Children develop visual ideas, for different purposes, using ICT and other methods. They select and use simple tools (pen, brush, fill, spray) in their mark making and understand that work can be easily amended.
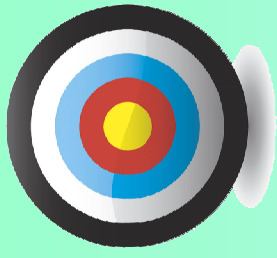
Finding Information

Children learn to search for information held on a CD ROM. They use menus, indexes and key words to search for pictures and information.

Routes: Controlling a Programmable Robot

Children create, test, modify and store instructions to control the movement of a programmable robot. They learn to program the robot using single instructions, a sequence of instructions and repeated sequences.