Subject: Computing – Using Devices to Create an Animated Story Year: LKS2 – Year A – Spring NC/PoS: use sequence, selection, and repetition in programs; work with variables and various forms of input and output understand computer networks including the internet; how they can provide multiple services, such as the World Wide Web; and the opportunities they offer for communication and collaboration Prior Learning (what pupils already know and can do) How computers are technology and what they can be used for individually, how to use the keyboard and mouse to create digital paint and text and how they can be combined for a purpose. End Points (what pupils MUST know and remember) To explain how digital device can be connected with an input, process and output To recognise the physical components of a network • Key Vocabulary Device, input, process, output, system, network, connect, Wi-Fi, **Recommended Resources:** https://tinvurl.com/LKS2-CreateAnAnimation-1 It is recommended that this unit is taught before the project, Create an Animated Story. This unit can be taught alongside the Year A - Online Safety Unit. Session 1: How does a digital device work? Using the recommended resource, children should be able to answer these questions: Introduce the concept of input, process and output. What is their relationship? Apply this to devices within the classroom and school. Understand the benefits of combining different inputs and outputs within known environments. Vocabulary: device, input, process, output, system Session 2: How are devices connected? Using the recommended resource, children should be able to answer these questions: What is a network? How can routers extend networks? How can device be connected without wires? What are the benefits of using Wi-Fi? What is the purpose of a server? Vocabulary: network, network switch, router, connect, Wi-Fi, server Future learning this content supports:

The content of this unit will support other units on the internet as a network of networks.