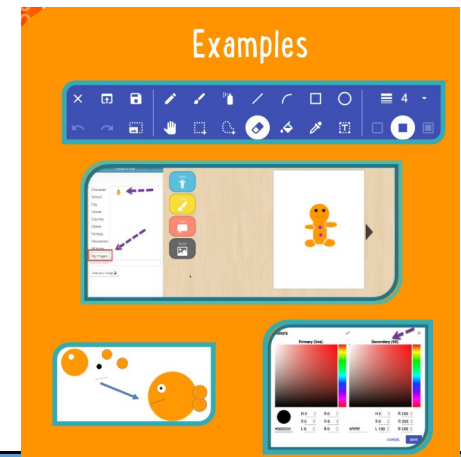




# KS1 Computing Knowledge Organiser Year 1 Spring 1 idraw



## What I will learn (sticky knowledge)

I can investigate simple digital mark making tools.

I can explore shape and fill tools.

I can draw shapes and fill them in to re-create a picture.

I can explore a range of digital drawing tools.

I can import images and create an ebook.

### Key questions

What Shapes make up your picture?

Which tool did you use to make that shape?

What does this icon do? 

Show me the tool you used to correct mistakes?

When would you use? 

*Is it easier or harder making art with a computer or on paper?*

## What I should already know

I can recognise that a range of technology is used in places such as homes and schools.

I can switch devices on and off safely.

I can use a range of technology.

I can create an algorithm for simple tasks.

## What I will learn next

I can create and debug simple programs.

I can create precise and unambiguous instructions.

Key Vocabulary	Definition
<b>Digital Art</b>	Picture made using a computer.
<b>Canvas</b>	Area to draw.
<b>Brush</b>	Paint brush tool
<b>Fill</b>	Fill a shape with Colour
<b>Line</b>	Tool for drawing lines
<b>Undo</b>	Put your picture back to how it looked a step before.
<b>Edit</b>	Make changes to your work
<b>Save</b>	Save your work so you can go back to it later
<b>Open</b>	Open work you have previously made
<b>Print</b>	Print your digital work on to paper