Oxford International Primary

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Computing

Student Book

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Contents

Introduction

Delivering computing to young learners

Oxford International Primary and Lower Secondary Computing is a complete syllabus for computing education for ages 5–14 (Years 1–9). By following the program of learning set out in this series, teachers can feel reassured that their students have access to the computing skills and understanding that they need for their future education.

Find out more at:
www.oxfordprimary.com/computing.

Structure of the book

This book is divided into six chapters, for Year 1 (ages 5–6).

1. **The nature of technology:** Introduction to what computers are and how they help us
2. **Digital literacy:** Learning to use computers safely
3. **Computational thinking:** Thinking about how we control the computer
4. **Programming:** Running and editing a program
5. **Multimedia:** Making pictures with a computer
6. **Numbers and data:** Typing numbers with a computer

What you will find in each unit

- Introduction: An offline activity and a class discussion help students to start thinking about the topic.
- Lessons: Six lessons guide students through activity-based learning.
- Check what you know: A test and activities allow you to measure students' progress.

What you will find in the lessons

Although each lesson is unique, they have common features: learning outcomes for each lesson are set out at the start; learning content delivers skills and develops understanding.


Activity Every lesson involves a learning activity for the students.


Extra challenge Activities to extend students who are able to do more.

Questions check students' understanding of the lesson.

Additional features

You will also find these features throughout the book:

The word cloud builds vocabulary by identifying key terms from the unit.

Suggestions for creative and artistic work.

Extra tasks that can be taken outside the classroom and into the home.

Advice on using computers responsibly in life.

Glossary Key terms are identified in the text and defined in the glossary at the end.

Assessing student achievement

The final pages in each unit give an opportunity to assess student achievement.

- Developing: This acknowledges the achievement of students who find the content challenging but have made progress.
- Secure: Students have reached the level set out in the programme for their age group. Most should reach this level.
- Extended: This recognises the achievement of students who have developed above-average skills and understanding.

Questions and activities are colour-coded according to achievement level. Self-evaluation advice helps students to check their own progress.

Software to use

We recommend Scratch for writing programs at this age. For other lessons, teachers can use any suitable software, for example: Microsoft Office; Google Drive software; LibreOffice; any web browser.

Source files


You will see this symbol on some of the pages.

This means that there are extra files you can access to help with the learning activities. For example, Scratch programming files and downloadable images.

To access the files, click 'Download resources' at:
www.oxfordprimary.com/computing.

Teacher's Guides

For more on these topics, look at the Teacher's Guide that accompanies this book.

1 The nature of technology: Computers everyday

You will learn

- what a computer is
- things we can do with computers
- how computers help us.

Computers are part of everyday life. In this unit you will learn what a computer is. You will learn how using computers can help you. You will learn how to stay safe when you are using a computer.

Talk about...

Have you ever seen a computer?

What did the computer look like?

Have you ever used a computer?

What did you use the computer for?

Learning outcomes: Say what a computer is; Say some things that can be done with a computer in school and out of school

Class activity

How can you stay safe and happy when you use computers at school?

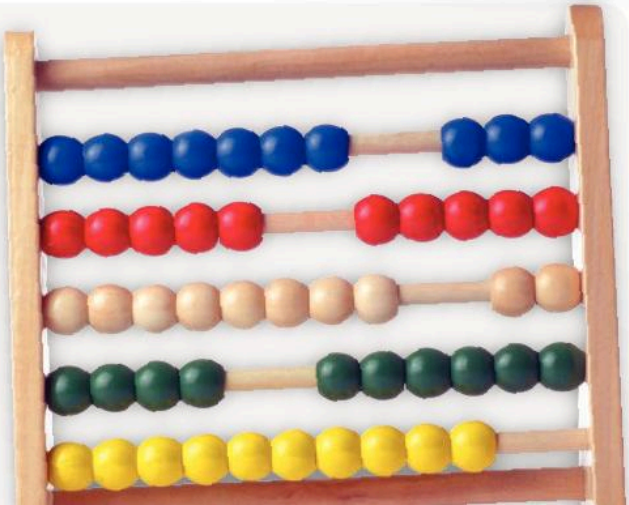
Make a golden rule for using computers at school.

Make a poster of your rule.

computer mouse
screen keyboard
laptop courteous
technology

Did you know?

Some people think the first computer was an abacus. The abacus was invented more than 2500 years ago in Babylon. An abacus is a counting machine.



1.1 What is technology?

In this lesson

You will learn:

- how computers can help us.

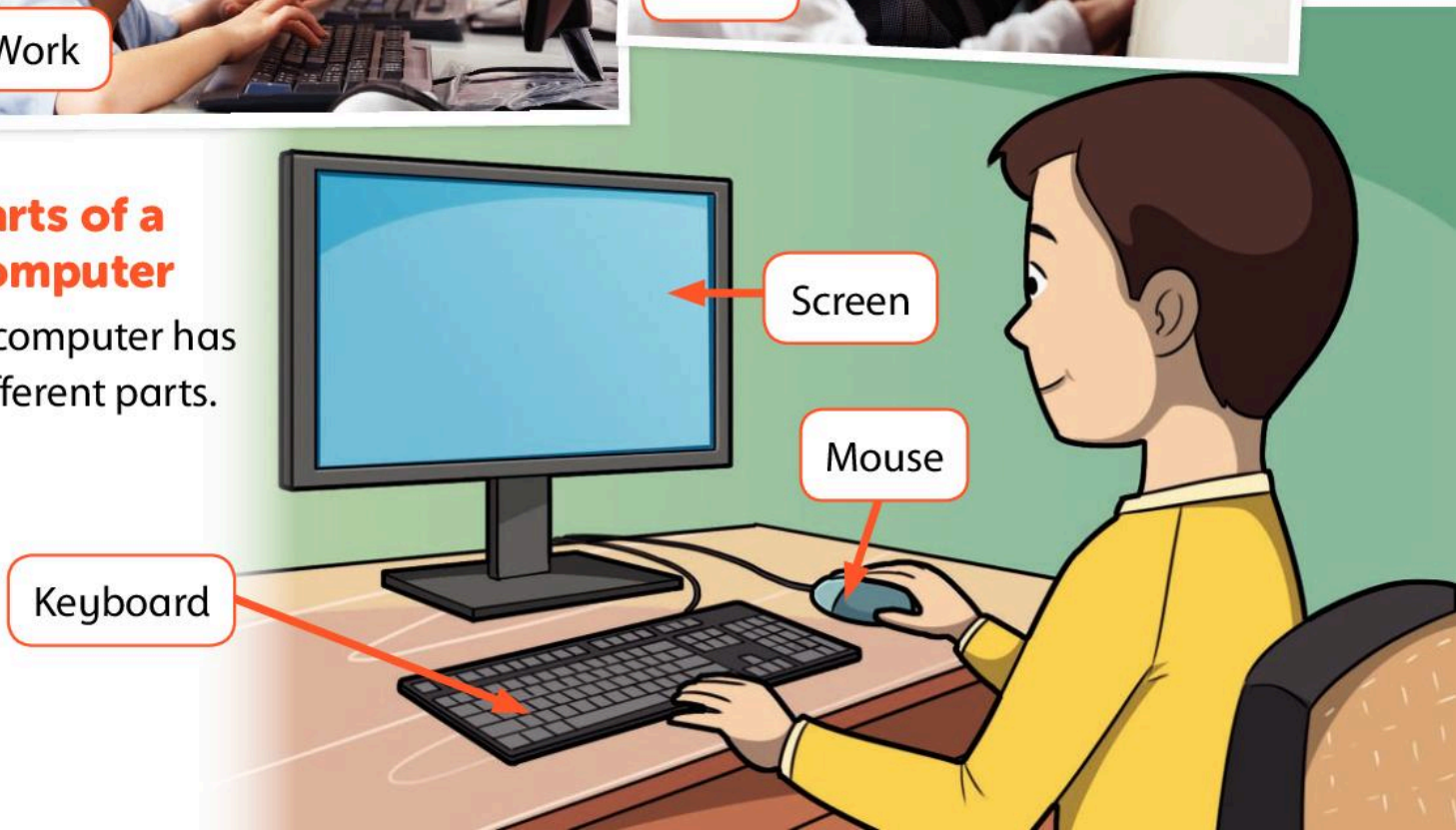
Technology is any machine we can use to solve a problem.

A **computer** is a machine. Computers can do things quickly.

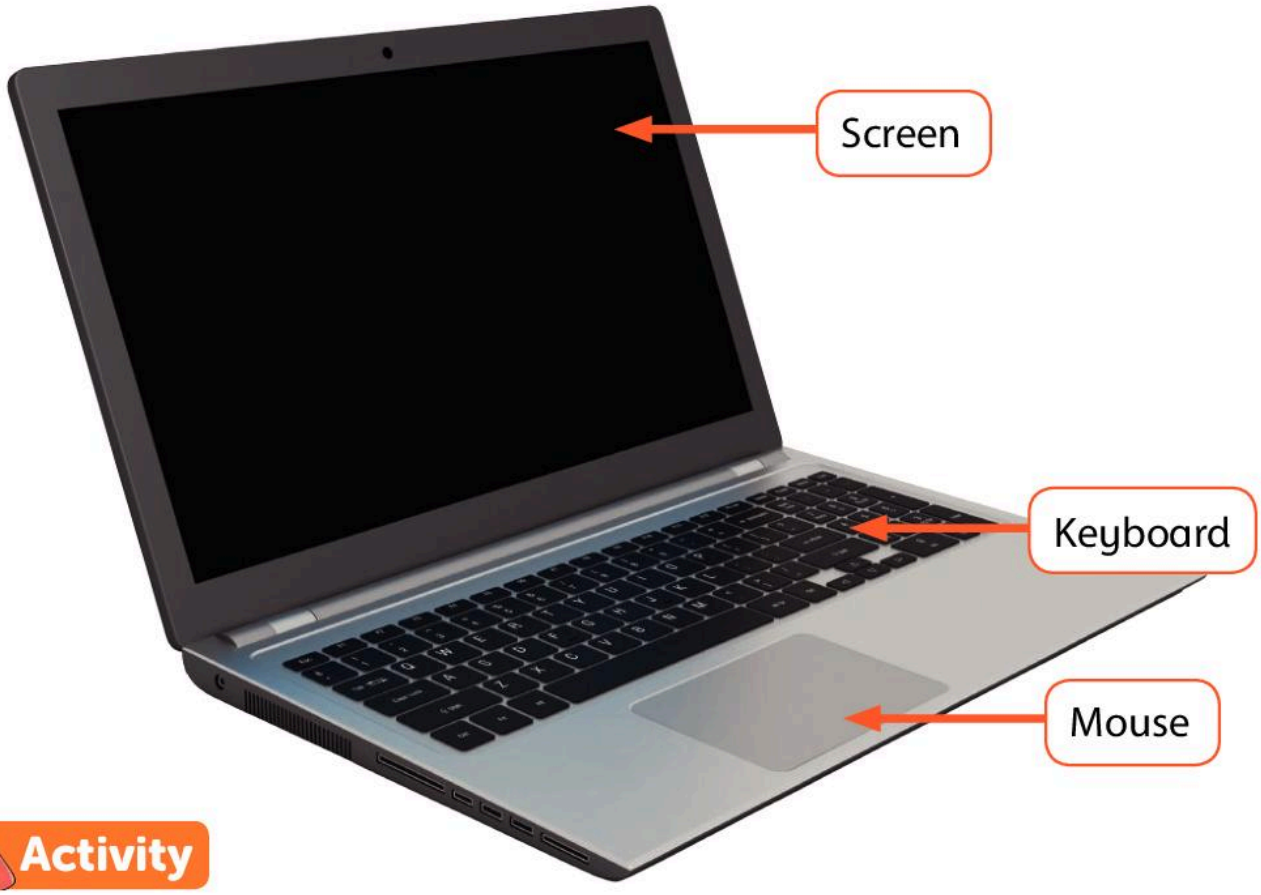
People tell computers what to do. We can use computers to help us...

Parts of a computer

A computer has different parts.



This computer looks different. It is a **laptop**.



Activity

Draw a picture of a computer. In your picture, show:

- the screen
- the mouse
- the keyboard.

Extra challenge

What is this?

Explore more

Talk to someone at home about technologies they use. Draw pictures. Bring your pictures to school.

1.2 Staying safe

In this lesson

You will learn:

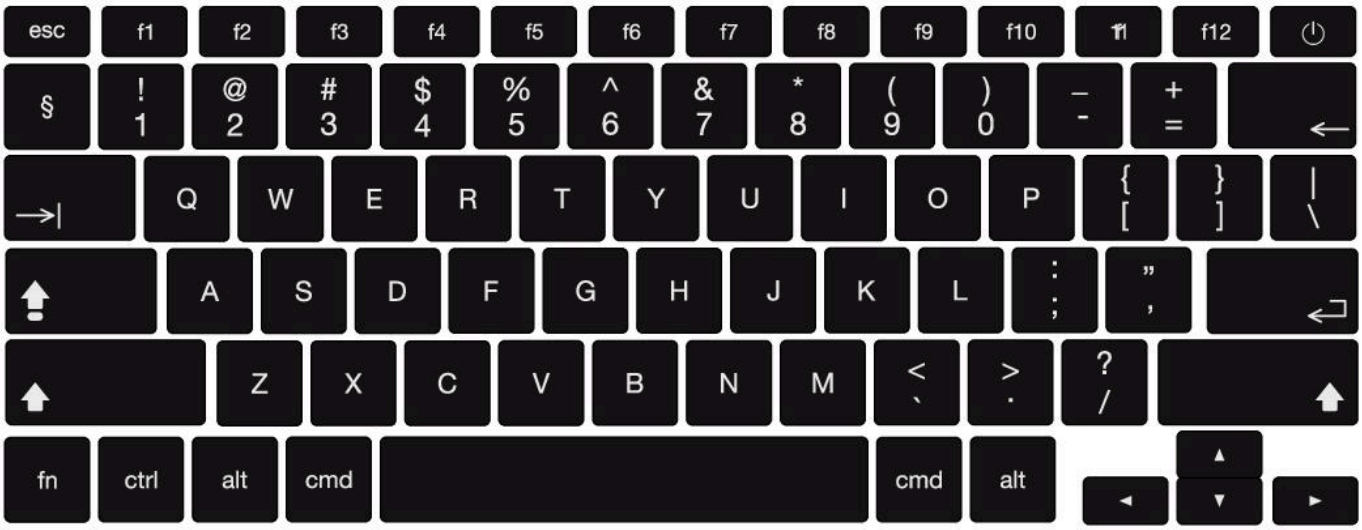
- how to stay safe when you are using a computer.

The girl is using a computer.

There is no food or drink near the computer. The girl is sitting on a chair. She can see the **screen**. She can use the **mouse**. She can reach the **keyboard**.

A keyboard has buttons on it.

What can you see on the buttons? Can you see letters, numbers and symbols?



Think again

Is your keyboard like the one in the picture? What is the same? What is different?