

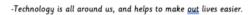
Year 2 IT Around Us

Key vocabulary

Information Technology (IT)	The use of any computers in many forms of electronic devices.
Computer	A device for working with information.
Device	A piece of equipment designed to serve a special purpose or perform a special function.
Barcode	A way of storing numbers, printed in a way a computer can easily read.
Appliances	A piece of equipment for making a tool or machine suitable for a special purpose.
Signal	An event, message or data transmitted between computers.
Communication	The act of giving, receiving and sharing information (talking, writing, listening or reading)

Technology

-Technology is the name for man-made things that help us.





-Digital technology is the name for electronic items that create and sto information, e.g. computers, mobi phones, and televisions.



Being safe on the internet.

-Non-digital technology is the name for non-electronic items do not create and store information.



IT in the Home

There is lots of information in our homes. IT 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 each other, e.g. mobile phones, telephones, the internet router.
- Entertain us, e.g. the information technology in toys, consoles and computer games.



IT in the World

There is also lots of information technology in the wider world.

- IT can be found in shops, e.g. barcodes, barcode scanners and tills - they all work together to scan your shopping items.
- IT can be found in ATMS, e.g. the bank card, chip and PIN card reader - they help you access your bank account.
- IT can be found outside, e.g. traffic lights, buttons and signals work together to tell you when to cross the road.



Information Technology

-Technology is the name for man-made things that help us.

-Information technology is made up of computers and things that work with computers.

 -Information technology includes computers, for example desktop computers, laptops, games consoles, smart phones and tablet.



-Information technology_also includes_devices that work with computers, e.g. USB sticks, SMART boards and digital cameras.



Using Technology Safely

We can create and follow a number of rules to use technology safely, e.g.:
-Make sure that the games and apps that we access are age-appropriate.
-Always sit down when using devices. They can be broken if dropped!
-Do not use devices at social times, e.g. at the table. It is bad manners.

