

# Digital devices planning overview v1 Dec 2023

## Overview

This planning is designed for KS1. It consists of four lessons.

- Lesson 1 What is technology?
- Lesson 2 How to spot digital technology
- Lesson 3 Sorting digital and non-digital toys
- Lesson 4 Is a computer a digital device?

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## National Curriculum CS Strand Main focus in bold

Pupils should be taught to:

- understand what algorithms are; how they are implemented as programs on **digital devices**; and that programs execute by following precise and unambiguous instructions
- create and debug simple programs
- use logical reasoning to predict the behaviour of simple programs

## Key Declarative knowledge

- I know that digital devices can come in many shapes and sizes
- I know that a digital device contains coded instructions to make it do things
- I know that computers are one form of digital device

## Resources needed

Lesson 1

- Which ones are technology worksheet

Lesson 2

- One or more Blue-bots<sup>1</sup> (the transparent case is used to spot Microchip & battery)
- Digital device labels (cut up) for groups or pairs of children to use

Lesson 3

- A selection of digital and non-digital toys. You can often source lots of digital toys from boot fairs at very little cost or you could ask pupils to bring in toys that are battery operated.

#### Lesson 4

- Parts of a computer labels (cut up) for groups or pairs of children to use

#### Footnotes

1, Blue bot is created by [TTS](#)