Things you already know:

- You should be familiar with current home technologies such as phones, tablets and that these devices run apps or programs.
- Have general understanding that devices are not stand alone and connect to the internet and other devices.

Knowledge you will gain:

- Know the impact technology has on app designers and how apps are shaped by the technology available to them.
- Know that apps and software are designed to fulfil a real or perceived need that the market has. You will be learning about real world problems that apps may or may not solve.
- You will learn how to use shared online work spaces to share and collect ideas quickly and efficiently.
- Know the difference between designing and delivering a presentation and how persuasive literary techniques support this.
- Know how to create a presentation using clear styles, contrasting, but not clashing colour schemes and sensibly sized fonts and quantities of text.
- Know how to work as a team and allocate role according to peoples strengths.

Computing Knowledge Organiser Year 6

Autumn Term 1

We are App Designers

Vocabulary

Pitch: How a presentation is delivered. This includes persuasive language used, tone of voice and body language.

App: Short for application (computer program) often refers to those used on phones or tablets.

WIFI: Wireless communication across around a distance of 50m.

Bluetooth: Device to device connection usually used to connect e.g. a phone to an external speaker or pair of Bluetooth headphones.

GPS: Global Positioning System— allows mapping apps to identify where you are.

Target Market: The people you are aiming your app at.

Specific skills/understanding

Moving away from choosing design features because they are fun or exciting, but choosing design features based on a mature approach to their purpose and the intended audience.

Ongoing skill set

Developing skills of using PowerPoint as a presentation tool including editing of images such as cropping and background removal; slide properties for example transitions and animations.