Future World

Topic focus: Science & Computing

This is the knowledge organiser for our topic. It includes all the learning outcomes, key facts and vocabulary. Please share this with your child to help them develop their knowledge and understanding of our topic.

Key vocabulary:

Algorithm: A process or set of rules.

Device: A thing made or adapted for a particular purpose, especially a piece of mechanical or electronic equipment

Gadget: A small mechanical or electronic device or tool

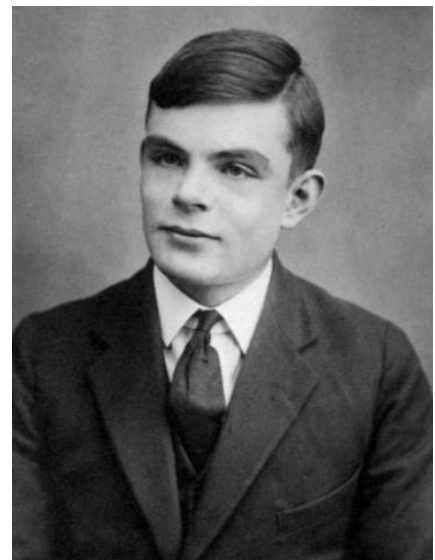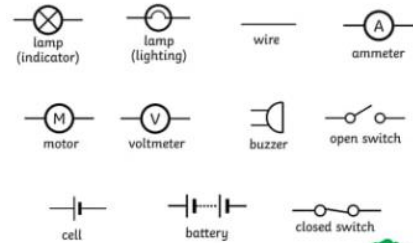**Initiative:** The power or opportunity to act or take charge of a situation; a fresh approach to a situation.

Innovation: A completely new idea, product, or system of doing things.

Invention: The action of creating something, typically a process or device.

Mechanical: A device with moving parts which is used to perform a physical task.

Network: A group of computer systems and other computing hardware devices that are linked together through communication channels.

Program: Software that can be used to perform a certain task on a computer.

History of Computing:

1941 – The world's first automatic, programmable computer, Z3 is created.

1943-45 – The Colossus computer is developed.

1969 – A network system called ARPANET is used for the first time.

1971 – The first email is sent electronically.

1976 – Mike Wozniak and Steve Jobs launch Apple Inc and their first home computer, Apple I.

1990 – The World Wide Web (WWW) is launched.

1995 – Microsoft launch the first operating system called Windows 95.

1998 – The search engine Google is launched.

2004 – The social networking site Facebook is launched.

2006 – A games console that detects a player's real-life actions is launched called Nintendo Wii.

2015 – Apple launch their smartwatch.