



Unit: 3.2 Online Safety

Key Learning

- To know what makes a safe password.
- To learn methods for keeping passwords safe.
- To understand how the Internet can be used in effective communication.
- To understand how a blog can be used to communicate with a wider audience.
- To consider the truth of the content of websites.
- To learn about the meaning of age restrictions symbols on digital media and devices.

Key Resources



2Dos



2Connect



2Publish Plus



2Blog



2Write

Key Questions

What is a password and why should we keep them safe?

A password is a secret word or phrase that allows a user to access a website. Passwords are like toothbrushes in that they should not be shared with anyone else.

Is everything I read on the Internet true?

Just because something is on the Internet doesn't mean that it is true. Some people create spoof websites that pretend to be something else such as a bank website or to provide misleading information.

How do I know if I am old enough to play a computer game?

Computer games, like films, are often not suitable for children. PEGI ratings will show how old a person must be to play a game.



Unit: 3.2 Online Safety

Key Vocabulary

Password

A secret word, phrase or combination of letters, numbers and symbols that must be used to gain admission to a site or application such as a website.

Blog

A regularly updated website or web page, typically one run by an individual or small group, that is written in an informal or conversational style.

Website

A set of related web pages located under a single name.

Webpage

A page online that makes up one screen of a website.

Internet

A global computer network providing a variety of information and communication facilities, consisting of interconnected networks and computers.

Concept map

A diagram that shows how different objects or ideas are related and connected.

Spoof website

A website that uses dishonest designs to trick users into thinking that it represents the truth.

Username

An identification used by a person with access to a computer, network, or online service.

PEGI rating

A rating that shows what age a game is suitable for.



Unit: 3.3 Spreadsheets



Unit: 3.3 Spreadsheets



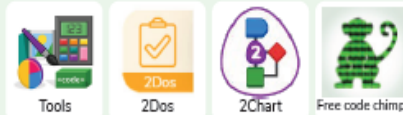


Unit: 3.1 Coding

Key Learning

- To understand what a flowchart is and how flowcharts are used in computer programming.
- To understand that there are different types of timers and select the right type for purpose.
- To understand how to use the repeat command.
- To understand the importance of nesting.
- To design and create an interactive scene.

Key Resources



Key Vocabulary

Action

Types of commands, which are run on an object. They could be used to move an object or change a property.

Alert

This is a type of output. It shows a pop-up of text on the screen.

Algorithm

A precise step by step set of instructions used to solve a problem or achieve an objective.

Background

The part of the program design that shows behind everything else. It sets the scene for the story or game.

Blocks of Command

A series of a few code instructions.

Button

An object that can trigger an event in response to being clicked.

Collision Detection

Detecting when two characters on the screen touch each other.

Command

A single instruction in a computer program.

Debug/Debugging

Looking for any problems in the code, fixing and testing them.

Develop

The process of designing programs and writing code.

Event

Something that causes a block of code to be run.

Execute

To run a computer program.

Flowchart

A diagram which represents an algorithm.

Nesting

When you write a command inside something else e.g. a block of commands could be nested inside a timer.



Unit: 3.1 Coding

Key Vocabulary

Object

An element in a computer program that can be changed using actions or properties. In 2Code, buttons, characters and vehicles are types of objects.

Output

Information that comes out of the computer e.g. sound.

Plan

Set out what you would like the program to do before it is written.

Predict

Say what you think will happen when a piece of code is run.

Procedure

A set of coded instructions that perform a certain task.

Properties

All objects have properties that can be changed in design or by writing code e.g. image, colour and scale properties.

Repeat

This command can be used to make a block of commands run a set number of times or forever.

Sequence

when a computer program runs commands in order.

Scene

A visual aspect of a program.

Sound

This is a type of output command that makes a noise.

Test

When code is run to check that it works correctly.

Timer

Use this command to run a block of commands after a timed delay or at regular intervals.

Values

Usually a number, a single character or a string of characters.



Unit: 3.4 Touch Typing

Key Learning

- To introduce typing terminology.
- To understand the correct way to sit at the keyboard.
- To learn how to use the home, top and bottom row keys.
- To practise typing with the left and right hand.

Key Resources



Key Vocabulary

Posture

The correct way to sit at the computer.

Top row keys

The keys on the top row of the keyboard.

Home row keys

The keys on the middle row of the keyboard.

Bottom row keys

The keys on the bottom row of the keyboard.

Space bar

The bar at the bottom of the keyboard.

Key Questions

Why should I have a good posture at the computer?

A good posture is important to help you avoid any injuries that come from repeatedly using the computer incorrectly.

Why should I type certain keys with certain fingers?

Using specific fingers for specific keys allows you to type more quickly.



Unit: 3.6 Branching Databases

Key Learning

- To sort objects using just 'yes' or 'no' questions.
- To complete a branching database using 2Question.
- To create a branching database of the children's choice.

Key Resources



Key Vocabulary

Branching database

Used to classify groups of objects. It is used to help identify the objects by answering questions with either 'yes' or 'no'. Branching databases can also be called binary trees.

Database

A collection of data organised in such a way that it can be searched, and information found easily. Database usually refers to data stored on computers.

Question

Something that is asked or written to try and gain information.

Data

Facts and statistics collected together for information.

Key Questions

What is meant by data?

Facts about something; data can be words, numbers or pictures. For example, the class register contains data about the names, addresses and attendance of the children in the class.

What is a database?

A collection of data organised in such a way that it can be searched, and information found easily. Database usually refers to data stored on computers.

What is a branching database?

Used to classify groups of objects. It is used to help identify the objects by answering questions with either 'yes' or 'no'. Branching databases can also be called binary trees.

Key Images



Open, close or share a file

Title

Give the database a name



Add a question to begin to sort the information



Unit: 3.5 Email

Key Learning

- To think about different methods of communication.
- To open and respond to an email using an address book.
- To learn how to use email safely.
- To add an attachment to an email.
- To explore a simulated email scenario.

Key Resources



2Email



2Connect



2Do It Yourself

Key Questions

What is email?

Email is a method of sending electronic communication from one device to another.

What should I do if I receive an email that makes me upset or scared?

If you are at school, you should tell the teacher immediately. If you receive the message at home, then you should tell a parent or guardian.

What information can I send in an email?

As well as sending a message, files such as photographs, videos, music and other resources can be attached to the email and sent to the receiver.



Unit: 3.5 Email

Key Vocabulary

Communication

The sharing or exchanging of information by speaking, writing, or using some other medium such as email.

Report to the teacher

A way in 2Email to tell the teacher if you have received an email that makes you feel upset or scared.

Password

A secret word, phrase or combination of letters, numbers and symbols that must be used to gain admission to a site or application such as email.

Email

Messages sent by electronic means from one device to one or more people.

Attachment

A file, which could be a piece of work or a picture, that is sent with the email.

CC

A way of sending a copy of your email to other people so they can see the information in it.

Compose

To write or create something.

Address book

A list of people who you regularly send an email to.

Formatting

Allows you to change the way the text of an email looks. For example, you can make the text bold or underline it.

Send

To make an email be delivered to the email address it is addressed to.

Save to draft

Allows you to save an email that you are working on and send it later.



Unit: 3.9 Presenting with Google Slides

Key Learning

- To understand the purpose of the Slides tool.
- To add slides to presentations.
- To add media to presentations.
- To format text appropriately.
- To add shapes and lines to enhance a presentation.
- To use the skills learnt to design and create an engaging presentation.

Key Resources



Google Slides

Key Images



Open a new document

Share

Access sharing options



Return to slides home



Undo key

Arial - 11 B I U A

Text formatting



Insert a text box



Insert image



Insert shape



Insert line



Word art



Insert a new slide



Unit: 3.9 Presenting with Google Slides

Key Vocabulary

Animation

Visual effects used on objects such as text boxes or pictures. They allow these objects to be brought on and off the slide in a certain way.

Presentation

A visual way of displaying information to an audience that is clear and engaging. It can contain text, images, and videos.

Text box

A box in which text can be inputted and formatted.

Text formatting

When you change the format of text on a page, including the font, the size and whether it is bold, underlined or in italics.

Design Themes

A variety of ready-made templates with custom formatting (font, colour scheme etc.) which gives a certain look and feel.

Presentation Program

A computer program, such as Google - 3.9 (Google) Slides, which is used to create a presentation.

Transition

The interesting effect used when one slide moves onto the next.

Font

A set of type which shows words and numbers in a particular style and size.

Slide

A single page within a presentation.

WordArt

A way to treat text as a graphic so that you can add special effects to text.

Media

Images, videos, or sounds which can be added to a presentation.

Slideshow

A collection of pages arranged in sequence that contains text and images to present to an audience. Often referred to as a Slides presentation.