



What is computing? Computing is learning about using technology to make things **easier, better** or **quicker**.

Computer Science - Systems and Networks:

The Internet is a network of computers connected to each other all around the world.

When using search engines (such as Swiggle) online, the results are organised in many different ways including:

- the number of links from other webpages to this webpage
- the number of time the keywords appear in the text on the page
- the use of the keywords in the URL
- how often the webpage is updated
- There are many different search engines which are designed for different purposes. Swiggle is perfect for children to search for information safely.

Networks

- A computer network is a group of connected devices, such as computers, printers, smartphones, routers and hard drives.
- They link together to 'communicate' with each other and share information - *The Pupil section of our network!*

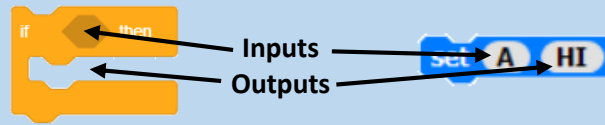


Pupil (P:)

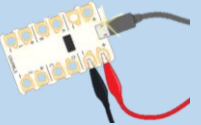
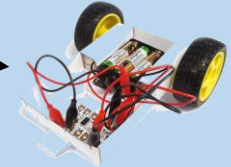


Computer Science - Programming and Coding:

- **Programming** is giving instructions to computers.
- **Computers can control** many things in our daily lives – *These can include: traffic lights, sensors, vending machines etc.*
- **Mistakes are called errors or bugs, and debugging helps fix them** – *Imagine if traffic lights stayed on green!*
- **Variables are something that can change and hold different information** – *Think of a scoreboard in football!*
- **Inputs are what we give to the program, and outputs are what it shows or does** – *When you tell the Crumble kit to light up (input), guess what, it lights up (output)!*



Physical device
Sprite (on screen)



Digital Literacy – Using the internet and online safety:



- Gender
- Stereotypes
- Bias
- Behaviours
- Interactions
- Empower
- Profiles
- Manage
- Content
- Intervention
- E-safety
- Reporting



- Searching
- Ethics
- Cookies
- Amplified
- Well-being
- Strategies
- Strategies
- Strategies
- Strategies
- Strategies
- Strategies
- Strategies
- Crediting
- Access
- Distribution

Digital Literacy – Communication and collaboration



Create content that can be shared on the school website or on Seesaw. Use programs (like Book Creator) to:

- Insert Hyperlinks
- Insert tables, flash files and games
- Embed videos
- Contribute the blog entries and make appropriate, supportive comments about the work of others.

Consider **LANGUAGE, LAYOUT** and **FORMAT** to best suit the task

Information Technology (IT) - Multimedia

Audience: Who are you making the media for? Is it suitable?

Purpose: What do you want the media to do? How best can you achieve this?

APPROPRIATE FONTS



PowerPoint

- Presentations
- Non-linear (any order)
- Linear (in order)

Insert actions :



Sound



Home



Hyperlink

Link



Word

- Any form of writing
- Create your own documents



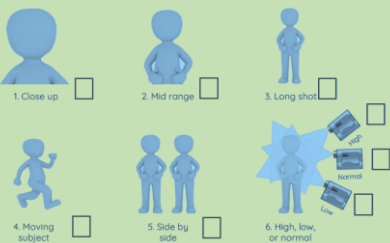
Publisher

- Any form of writing
- Professional document layouts

Information Technology (IT) – Digital Imagery

Audience – Who is our video for?

Purpose – What do we want our video to achieve?



- Storyboards
- Animation
- Titles
- Credits
- Angles
- Perspective



Information Technology (IT) – Music and Sound

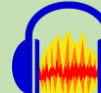


Garageband

- Consider the audience and purpose of the music for a particular theme.
- Create phrases of beats / music into bars.
- These can be saved as **MP3s** which can then be added to your presentations in iMovie!

Audacity

- Podcasting. Consider the audience and purpose of your broadcast.
- Evaluate the effectiveness of
- Record. Edit. Upload!



Information Technology (IT) - Data

Spreadsheets – Excel

- Frequency tables, pictograms, bar graphs, line graphs – *Use the correct one!*
- Using the formulae– *Calculating your totals in Theme Park Maths or Dream Job Maths!*



Databases - 2Investigate

- Useful to track, compare, sort and search for information.
- Remember to enter your information accurately!
- Design suitable fields to sort your information.

