Year 2 : Spreadsheets

Spreadsheets

If you want to rearrange information on a spreadsheet, you can use the copy and paste tools. These save you entering the same information many times if you want to repeat things in different cells.

A spreadsheet can be useful when you are planning to do some shopping because you could use it to store the process and work out how much it would cost to buy the things that you wanted.

You can easily turn the data into a chart so that you can see your information as a picture.

What you will learn by the end of the unit:

To use 2Calculate image, lock, move cell, speak and count tools to make a counting machine.
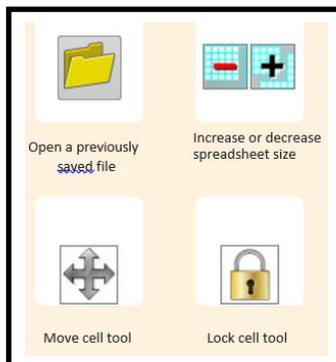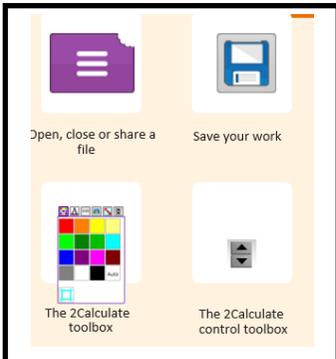
To learn how to copy and paste in 2Calculate.

To use the totalling tools.

To use a spreadsheet for money calculations.

To use the 2Calculate equals tool to check calculations.

To use 2Calculate to collect data and produce a graph.

Key Images

Open, close or share a file

Save your work

The 2Calculate toolbox

The 2Calculate control toolbox

Open a previously saved file

Increase or decrease spreadsheet size

Move cell tool

Lock cell tool

Totalling

Copying

Vocabulary

Backspace key	Use this key to delete the character before the current cursor position
Copy and Paste	A way to copy information from the screen into the computer's memory and paste it elsewhere without re-typing it.
Columns	Vertical reference points for the cells in a spreadsheet.
Cells	An individual section of a spreadsheet grid. It contains data or calculations.
Count Tool	In 2Calculate, this counts the number of cells with a value that matches the value of the cell to the left of the tool.
Delete Key	Use this key to remove the contents of a cell.
Equals Tool	Tests whether the entered calculation in the cells to the left of the tool has the correct answer int eh cell to the right of the tool.
Image Toolbox	Use this to insert images into cells.
Lock tool	This tool prevents cell values being changed.
Move cell tool	This tool makes a cell's contents moveable by drag-and-drop methods
Rows	Vertical reference points for the cells in a spreadsheet.
Speak Tool	This tool which speak the contents of a cell containing a number each time the value changes.
Spreadsheet	A computer program that represents information in a grid of rows and columns.

Year 2 : Questioning

Questioning

A database is a way of storing information in such a way that it can easily be searched. Databases are designed to hold lots of information that would be difficult to search without using a computer. On a pictogram, data is represented by pictures. Pictograms are set out in the same way as bar charts, but instead of bars they use columns of pictures to show the numbers involved. On a binary tree information is organised through a series of questions that can only be answered 'yes' or 'no'. Eventually only one item is left in the category which forms the end of a branch of the binary tree.

What you will learn by the end of the unit:

To learn about data handling tools that can give more information than pictograms.
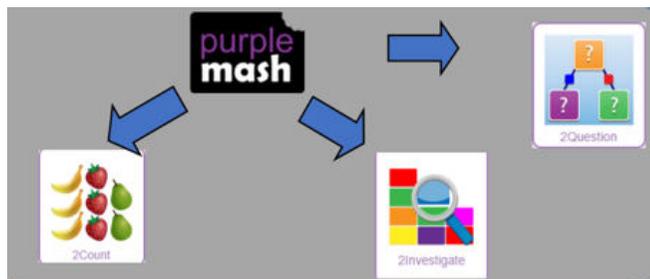
To use yes/no questions to separate information.

To construct a binary tree to identify items.

To use 2Question (a binary tree database) to answer questions.

To use a database to answer more complex search questions.

Key Resources

Vocabulary

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Pictogram	A diagram that uses pictures to represent data
Question	A sentence written or spoken to find information
Data	Facts and statistics collected together that can provide information.
Collate	Collect and combine (texts, information, or data).
Binary Tree	A simple way of sorting information into two categories
Avatar	An icon or figure representing a person in a video game, Internet
Database	A computerised system that makes it easy to search, select and

Key Images

Enter data into a pictogram.

Open, Save and share information.

Add or delete columns in a pictogram.
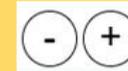
Add a question to sort the information in a binary tree.

Give a name to the binary tree.

Find information in a database.

Sort, group and arrange information in a database.

Year 2 : Making Music

Making Music

Digital music is made using a computer or other device. Digital music allows the computer to copy the sound made by instruments and combine them together to make a piece of music.

You can change how your digital music sounds in many ways. One way is to increase the tempo of the music or vary the volume of each instrument in the piece.

Tempo is measured in BPM, or beats per minute. One beat every second is 60 BPM.

What you will learn by the end of the unit:

To make music digitally using 2Sequence.

To explore, edit and combine sounds using 2Sequence.

To edit and refine composed music.

To think about how music can be used to express feelings and create tunes which depict feelings.

To upload a sound from a bank of sounds into the Sounds section.

To record and upload environmental sounds into Purple Mash.

To use these sounds to create tunes in 2Sequence.

Vocabulary

BPM	The number of beats played in a minute
Composition	A creative work, especially a poem or piece of music.
Digitally	By means of digital or computer technology.
Instrument	An object or device for producing musical sounds.
Music	Vocal or instrumental sounds (or both) played alone or combined.
Sound Effects (Sfx)	A sound other than speech or mucis made artificially for use in a play,
Soundtrack	A recording of the musical accompaniment of a film.
Tempo	The speed at which a passage of music is, or should be, played.
Volume	How loud a piece of music is.

Key Images

Open, Save and Share a piece of your music

Change the number of quavers in the music

Loop or unloop the piece of music

Play the composed tune

Changes the beats per minute in the music

Increase or decrease the volume of an instrument

Choose the digital instrument to use

Delete the music