

Year 6: Online Safety

Online Safety

Although the Internet is a brilliant resource for learning and entertainment some people use the Internet to cause you harm. Being aware of these dangers can help keep you safe and protect your privacy.

The term digital footprint is used to describe the traces that people leave behind when they have visited a website or used social media. Your digital footprint is unique to you.

Using a screen can help you surf the Internet or enjoy computer games but you need to be careful how much time you spend using a screen. For instance, using a screen at night can damage your sleep patterns. Turn your screen off regularly and enjoy the world outside.

What you will learn by the end of the unit:

Identify benefits and risks of mobile devices broadcasting the location of the user/device.

Identify secure sites by looking for privacy seals of approval.

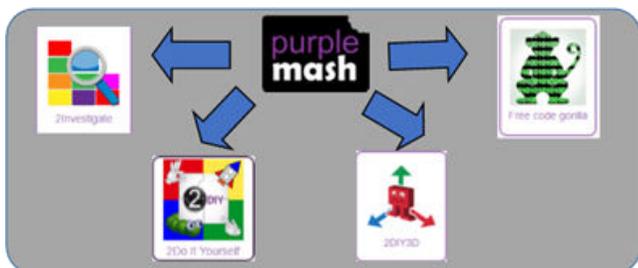
Identify the benefits and risks of giving personal information.

To review the meaning of a digital footprint.

To have a clear idea of appropriate online behaviour.

To begin to understand how information online can persist.

Key Resources



Vocabulary

Digital Footprint	The information about a person that exists on the Internet as a result of their online activity.
Password	A strong of characters that allow access to a computer system or service.
PEGI rating	A rating that shows what age a game is suitable for.
Phishing	The practice of sending emails pretending to be from reputable companies in order to persuade individuals to reveal personal information, such as pass-
Screen	Time spend using a device such as a computer, television, or games console.
Spoof Website	A website that uses dishonest design to trick users into thinking that it is representing the truth.

Year 6: Spreadsheets

Spreadsheets

You can use the formula wizard advanced total tool or type a formula into the cell by using the '=' symbol, mathematical operators and cell references so that you can show the total of a column of cells.

Computational modelling in Computing means creating or using a simulation (a model) of a real-life situation, on a computer. It represents the data of a situation. For example; budgeting for a party; working out how big a field needs to be for a certain number of animals; working out the best price for an item or using the existing data to predict what time your shadow will be a certain length.

If you were going to use a spreadsheet to plan your dream holiday, you could collect certain data to cost the trip, such as travel; comparing the cost of different methods, airports, airlines, different companies and discounts such as rail cards.

What you will learn by the end of the unit:

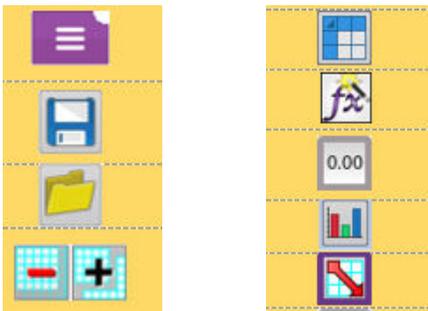
Using the formula wizard to add a formula to a cell to automatically make a calculation in that cell.

To copy and paste within 2Calculate.

Using 2Calculate tools to test a hypothesis.

To add a formula to a cell to automatically make a calculation in that cell.

Key Images



Vocabulary

Average	Symbols used to represent comparing two values.
Advance Mode	A mode of 2Calculate in which the cells have references and can include formulae
Copy and Paste	A way to copy information from the screen into the computer's memory and paste it elsewhere without re-typing.
Columns	Vertical reference points for the cells in a spreadsheet.
Cells	An individual section of a spreadsheet grid. It contains data or calculations.
Charts	Use this button to create a variety of graph types for the data in the spreadsheet.
Count (how many) tool	Counts the number of whatever value object is in the cell to its immediate left and puts the answer in the cell to its immediate right.
Dice	When clicked, this will simulate a dice roll by seitching to one ofhte faces of a die.
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.
Formula	Use the formula wizard or type into the formula bar to create a formula in a cell, this will calculate the value for the cells based upon the value of other cells in the spreadsheet
Formula Wizard	This wizard guides you in creating a variety of formulae for a cell such as calculations, totals, averages, minimum and maximum for selected cells.
Move cell tool	This tool makes a cell's contents moveable by drag-and-drop methods
Random tool	Click to give a random value between 0 and 9 to the cell.
Rows	Vertical reference points for the cells in a spreadsheet.
Spin Tool	Clicking on this in a cell will increase or decrease the value in a cell to the right by 1.
Spreadsheet	A computer program that represents information in a grid of rows and columns.
Timer	When placed in the spreadsheet, click the timer to add 1 to the value of the cell to its right every second until it is clicked again.

Year 6: Blogging

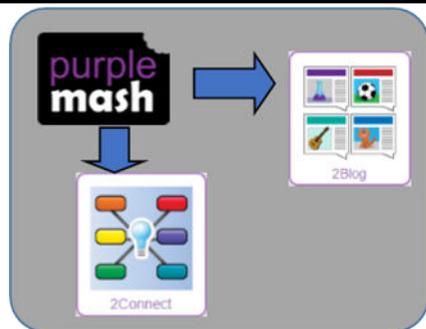
Blogging

A blog is a website or webpage that is regularly updated by the author. A blog also allows the reader to post comments or opinion based on what is written. A blog can be written about any subject. You could write a blog about school such as information about the subject you are studying. Alternatively, you could write a blog about your favourite team or movie. A key feature of blogs is that the audience can leave a comment or opinion about what they have read on the blog.

What you will learn by the end of the unit:

- To identify the purpose of writing a blog and its key features.
- To plan the theme and content for a blog and write the content.
- To consider the effect upon the audience of changing the visual properties of the blog.
- To understand the importance of regularly updating the content of a blog.
- To understand how to contribute to an existing blog.
- To understand how and why blog posts are approved by the teacher.
- To understand the importance of commenting on blogs.

Key Resources



Vocabulary

Audience	In this case the readership of the blog.
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.
Blog page	A webpage onto which blog posts are hosted.
Blog post	A piece of writing or other item of content published on a blog.
Collaborative	Produced by or involving two or more parties working together.
Icon	A symbol or graphic representation on a screen.

Year 6: Text Adventures

Text Adventures

A text based adventure is a type of game that uses text rather than graphics to tell the story. The player normally selects the next move from a series of text based options. Text based adventures can often be complicated and give the player lots of options about what to do next. Planning the game ensures the player doesn't make a decision that has no outcome.

What you will learn by the end of the unit:

To find out what a text adventure is.

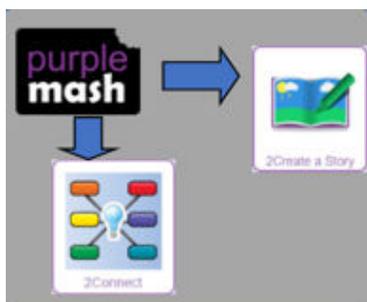
To plan a story adventure.

To make a story-based adventure.

To introduce map-based text adventures.

To code a map-based text adventure.

Key Resources



Vocabulary

Text-based adventure	A computer game that uses text instead of graphics.
Concept map	A tool for organising and representing knowledge. They form a web of ideas which are all interconnected
Debug	Identify and remove errors from (computer hardware or software).
Sprite	A computer graphic which may be moved on-screen.
Function	In this context, a section of code that gets run when it is called from the main code. A function in a program is usually a piece of code that gets run lots of times.

Key Images

