

Unit – 6.2 Online Safety

Key Learning -

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.

To understand the importance of balancing game and screen time with other parts of their lives,

To identify the positive and negative influences of technology on health and the environment.

Key Vocabulary -

Spoof website – a website that uses dishonest design to trick users into thinking that it represents the truth.

Phishing – practice of sending email pretending to be from reputable companies in order to persuade individuals to reveal personal information, such as passwords and credit cards numbers (CHANGE DEFINITION OF 4.2 FOR THIS DEFINITION AS IT READS BETTER)

PEGI Rating – a rating that shows what age a game is suitable for.

Password - a string of characters that allow access to a computer system or service.

Digital footprint – the information about a person that exists on the Internet as a result of their online activity.

Screen time - time spent using a device such as a computer, television, or games console

3 Key Questions -

Why do I need to be aware of the dangers of being online? Although the Internet is a brilliant resource for learning and entertainment not some people use the Internet to cause you harm. Being aware of these dangers can help keep you safe and protect your privacy.

What is meant by my digital footprint – 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.

Why is it important to think about how much time I spend using a screen? 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.

Unit – 6.4 Blogging

Key Learning -

To identify the purpose of writing a blog and its key features.

To plan the theme and content for a blog and write it up.

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 Vocabulary -

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 post - a piece of writing or other item of content published on a blog

Blog page – A webpage onto which blog posts are hosted

Collaborative - produced by or involving two or more parties working together.

Audience – in this case the readership of the blog.

Icon - a symbol or graphic representation on a screen

3 Key Questions -

What is a blog – 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.

What can a blog be about? - 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 favorite team or movie.

How are the audience involved in a blog? A key feature of blogs is that the audience can leave a comment or opinion about what they have read on the blog.

Unit – 6.5 Text Adventures

Key Learning -

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 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. I

3 Key Questions -

What is a text based adventure? - 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.

Why is it important to plan my text based adventure? 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.

Unit – Unit 6.6 - Networks

Key Learning -

To discover what the children know about the internet.

To find out what a LAN and a WAN are.

To find out how we access the internet in school.

To research and find out about the age of the internet.

To think about what the future might hold.

Key Vocabulary -

Internet - a global computer network providing a variety of information and communication facilities, consisting of interconnected networks using standardized communication protocols.

World Wide Web - an information system on the Internet which allows documents to be connected to other documents by hypertext links, enabling the user to search for information by moving from one document to another.

Network - a number of interconnected computers, machines, or operations.

Local Area Network (LAN)- a computer network that links devices within a building or group of adjacent buildings, especially one with a radius of less than 1 km.

Wide Area Network (WAN) - a computer network in which the computers connected may be far apart, generally having a radius of more than 1 km.

Router - a device which forwards data packets to the appropriate parts of a computer network.

Network cables - used to connect and transfer data and information between computers and routers.

Wireless – the ability to transmit data from one device to another without using wires.

3 Key Questions -

What is the difference between the Internet and the World Wide Web? - The **Internet** is a **global** network of networks while the **Web**, also referred formally as the **World Wide Web** (www) is collection of information which is accessed via the **Internet**.

What is the difference between a LAN and a WAN – Both of these are networks that connect computers together. A LAN (Local Area Network) is normally for computers connected less than 1KM distance whilst a WAN (Wide Area Network) refers to computers connected more than 1KM away.

Who is Tim Berners-Lee? **Tim Berners-Lee** is the inventor of the World Wide Web. The WWW is the system that delivers webpages over the internet.

Unit – 6.7 Quizzing

Key Learning -

To create a picture-based quiz for young children.

To learn how to use the question types within 2Quiz.

To explore the grammar quizzes.

To make a quiz that requires the player to search a database.

Are you smarter than a 10- (or 11-)year-old? To make a quiz to test your teachers or parents.

Key Vocabulary -

Quiz - a test of knowledge, especially as a competition between individuals or teams as a form of entertainment.

Audience - the people giving attention to something

Concept Map -

Collaboration -

Database -

3 Key Questions -

Unit –

Key Learning -

Key Vocabulary -

3 Key Questions -