

What should I already know?

- Introducing block coding · Objects and actions · Events (Click event, sound output) · Executing a program · Design view: Planning
- Algorithms · Logical decision making · Sequencing instructions · Following instructions
- Coding a 'turtle' · Creating programs using sequencing and repeat · Visual use of the Logo programming language · Program logic and structure
- Algorithms · Collision detection · Timers · Object types · Buttons · Debugging
- Logical decision processing · Forward planning to achieve a solution
- Flowcharts · Timers · Repeat · Code, test, debug proces
- Logical decision processing · Modelling selection on a binary model
- Code, test, debug process · IF statements · Repeat Until and IF/ ELSE Statements · Number Variables
- Text-based coding · Utilize understanding of coding structures
- Sequencing and animation in logical steps
- Efficient Coding · Simulating a Physical System · Decomposition and Abstraction · Friction and Functions · Introducing Strings · Text Variables and Concatenation Use of ADs, saving, opening and editing work, sharing work, copying and pasting, mouse, keyboard and device skills.

Key Vocabulary

- **Data analysis** The process of interpreting and understanding data that has been collected and organised.
- **Inappropriate** Something that is not suitable or proper in the situation.
- **Digital footprint** The information about a person that exists on the Internet as a result of their online activity.
- **Location sharing** A way of sharing with others your device's location, these can be switched off for added security.
- **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.
- **PEGI rating** These show the age that digital content is suitable for and the type of content that it contains.
- **Phishing** The 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.
- **Print Screen** Capturing an image of the current screen on a device. Also known as a screen shot.
- **Screen time** The time spent using a device with a screen, such as a computer, television, tablet or phone.
- **Secure websites** Secure website have particular privacy features to look out for such as a padlock or https. **Spoof** An imitation of something that appears to look genuine

What will I know by the end of the unit?

What are the benefits and risks of mobile devices broadcasting the location of the user/device? What do secure sites use to identify themselves? What are the benefits and risks of giving personal information?

- Refresh knowledge of sharing information, spoof websites, phishing and email scams.
- How to protect a digital footprint.

What is a digital footprint? What is appropriate online behaviour? How does information online persist?

- Sharing online will impact in the long term.
- Know the consequences of inappropriate behaviour online.

What is a good balance of game and screen time with other parts of life? What are the positive and negative influences of technology on health and the environment?

- Ownership of how to choose to spend free time.
- Balance screen time and discuss the benefits of this.
- Understand positive and negatives of technology.

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 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 use a screen for?

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.

Purple Mash Resources

- 2DIY2D
- 2DoItYourself
- Free Code Gorilla
- 2Investigate

