Knowledge Mat – Online Safety

Subject Specific Vocabulary		Sticky Knowledge	Key questions
Digital footprint	The information about a person that exists on the Internet as a result of their online activity.	To identify benefits and risks of mobile devices broadcasting the location of the user/device.	Why do I need to be aware of 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 dangers can help you safe and protect your privacy.
Password	A string of characters that allow access to a computer system.	To identify secure sites by looking for privacy seals of approval.	
		To identify the positive and negative influences of technology on health and the environment.	
PEGI rating	A rating that shows what age a game is suitable for.	To identify the benefits and risks of giving personal information.	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.
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 card numbers.	To have a clear idea of appropriate online behaviour.	
		To review the meaning of a digital footprint.	
Screen time	Time spent using a device such as a computer, television, or games console.	To begin to understand how information online can persist.	Why is it important to think about how much time I 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 you screen off regularly to enjoy the real world outside.
Spoof website	A website that uses dishonest design to trick users into thinking that it represents the truth.	To understand the importance of balancing game and screen time with other parts of their lives.	
Children need to understand and follow the SMART rules		S – stay SAFE online M – never MEET a stranger A – know who to ACCEPT and why R – know who is RELIABLE T – who to TELL	

SCHOOL READY, WORK READY, LIFE READY

Knowledge Mat – Coding

Subject Specific Vocabulary					
Output	Information that comes out of the computer, eg. sound	**Control**	These commands determine whether parts of the program will run, how often and sometimes, when.	**Command**	A single instruction in a computer program.
Algorithm	A precise step by step set of instructions used to solve a problem or achieve an objective.	**Repeat**	This command can be used to make a block of commands run a set number of times or forever.	**Event**	Something that causes a block of code to be run.
Bug	A problem in a computer program that stops it working the way it was designed.	**Input**	Information going into the computer. Can include moving or clicking the mouse, using the keyboard, swiping or tiling a device.	S – stay SAFE online M – never MEET a stranger A – know who to ACCEPT and why R – know who is RELIABLE T – who to TELL	
Variable	A named area in computer memory. A variable has a name and a value. The program can change this variable value.	**Action**	Types of commands, which are run on an object. They could be used to move an object or change a property.		
Alert	This is a type of output. It shows a pop-up of text on the screen.	**Object**	An element in a computer program that can be changed using actions or properties. In2Code, buttons, characters and vehicles and types of objects.	**Sticky Knowledge**	
Code Design	Design what your program will look like and what it will do.	**If / Else**	A conditional command. This tests a statement. If the condition is true, then the commands inside the 'if block' will be run, If the condition is not met, then the commands inside the 'else block' are run.	To use the program design process, including flowcharts, to develop algorithms for more complex programs using and understanding abstraction and decomposition to define the important aspects of the program.	
Timer	Use this command to run a block of commands after a timed delay or at regular intervals.				
Sequence	This is when a computer program runs commands in order. In 2Code this can also include 'repeat' or a timer.	**If**	A conditional command. This tests a statement. If the condition is true, then the commands inside the block will be run.	To code, test and debug from these designs.	
Get input	This puts the text that a user types into the computer's temporary memory to be used to control the program flow.	**Simulation**	A model that represents a real or imaginary situation.	To use functions and tabs in 2Code to improve the quality of the code.	
Debug / Debugging	Looking for any problems in the code, fixing and testing them.	**Selection**	This is a conditional/ design command. When selection is used, a program will choose a different.	To code user interactivity using input functions	

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Key Questions		
How can you use Tabs in 2Code Gorilla? Tabs are used to organise you code and make it more readable. This also makes it easier to debug. Give the Tabs useful names to help with this.	What is a function in coding ? Give an example that you have used 2Gorilla. A function is a block of code that you can access when you need it, so you don't have to rewrite the same block repeatedly. You call the function each time you want it. In a turtle program you could have a button that will make the turtle draw a square each time you click it. In the text adventure, there were functions for each room that were called when the user navigated to the room.	In 2Code Gorilla, how can a program receive user input? When the user clicks on an object, when the user presses keys or swipes the screen with the mouse, the 'Get Input' and 'Prompt for Input' commands. On a touchscreen: when the screen is touched or swiped.