



## Coding

### Key Learning

- To understand what a flowchart is and how flowcharts are used in computer programming.
- To understand that there are different types of timers and select the right type for purpose.
- To understand how to use the repeat command.
- To understand the importance of nesting.
- To design and create an interactive scene.

### Key Resources



### Key Vocabulary

#### Action

The way that objects change when programmed to do so. For example, move or change a property.

#### Alert

This is a type of output. It shows a pop-up of text on the screen.

#### Algorithm

A precise step by step set of instructions used to solve a problem or achieve an objective.

#### Background

In 2Code the background is an image in the design that does not change.

#### Bug

A problem in a computer program that stops it working the way it was designed.

#### Button

A type of object that responds to being clicked on.

#### Click Event

An event that is triggered when the user clicks on an object.

#### Code

Writing the code for a computer program.

#### Collision Detection Event

The event of two objects colliding.

#### Command

A single instruction in a computer program.

#### Debug/Debugging

Fixing code that has errors so that the code will run the way it was designed to.

### Key Vocabulary

#### Flowchart

A diagram which represents an algorithm.

#### Implement

When a design is turned into a program using coding.

#### Input

Information going into the computer. Can include moving or clicking the mouse, using the keyboard, swiping and tilting the device.

#### Interval

In a timer, this is the length of time between the timer code running and the next time it runs e.g. every 1 second.

#### Object

Items in a program that can be given instructions to move or change in some way (action). In 2Code Gibbon, these include character, turtle, button, vehicle, animal, food, shape, number, input and label.

#### Predict

Use your understanding of a situation to say what will happen in the future or will be a consequence of something.

#### Nesting

When coding commands are put inside other commands. These commands only run when the outer command runs.

#### Run

Clicking the Play button to make the computer respond to the code.

#### Properties

These determine the look and size of an object. Each object has properties such as the image, scale and position of the object.

#### Repeat

This command can be used to make a block of commands run a set number of times or forever.

#### Scene

In 2Code, this is the combination of the background and objects in a program.

#### Sequence

When a computer program runs commands in order.

#### Test

To run the code and observe what happens to identify where there might be bugs in the program.

#### Timer

Use this command to run a block of commands after a timed delay or at regular intervals.

#### Turtle Object

A type of object in 2Code that moves by coding angles of rotation and distance to move.



## Online Safety

### Key Learning

- To know what makes a safe password.
- To learn methods for keeping passwords safe.
- To understand how the Internet can be used in effective communication.
- To understand how a blog can be used to communicate with a wider audience.
- To consider the truth of the content of websites.
- To learn about the meaning of age restrictions symbols on digital media and devices.

### Key Resources

purple  
mash



2Dos



2Connect



2Publish Plus



2Blog



2Write

### Key Questions

**What is a password and why should we keep them safe?**

A password is a secret word or phrase that allows a user to access a website. Passwords are like toothbrushes in that they should not be shared with anyone else.

**Is everything I read on the Internet true?**

Just because something is on the Internet doesn't mean that it is true. Some people create spoof websites that pretend to be something else such as a bank website or to provide misleading information.

**How do I know if I am old enough to play a computer game?**

Computer games, like films, are often not suitable for children. PEGI ratings will show how old a person must be to play a game.

### Appropriate

When using online services such as blogging or sharing information. It's important that users behave appropriately. Users should be truthful, respectful, kind, seek any permissions and report anything they feel uncomfortable with.

### 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.

### Spoof

An imitation of something that appears to look genuine.

### Vlog

A personal website or social media account where a person regularly posts short videos.

### 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.

### Personal Information

This is information that is personal to someone. For example, their favourite food, their name and age.

### Reputable source

Reputable sources are known places or sites that have accurate information. For example, well known news sites or encyclopaedias.

### Reliable Source

A source of information that provides thorough, well-reasoned details based on valid evidence.

### Website

A set of related web pages located under a single name.

### Inappropriate

Behaviour or content online that is upsetting, rude, unkind or makes someone feel unsafe or concerned.

### Internet

A global computer network providing a variety of information and communication facilities, consisting of interconnected networks and computers.

### Permission

When someone shares or accesses content online, it's important that permission is given if it belongs to someone else or has information about them.

### Verify

When seeking content online, it is important that a user verifies the information. They can do this by checking other sources and looking for signs that may indicate inaccuracy in the information.



## Email



### Key Learning

- To think about different methods of communication.
- To open and respond to an email using an address book.
- To learn how to use email safely.
- To add an attachment to an email.
- To explore a simulated email scenario.

### Key Resources



2Email



2Connect



2Do It Yourself

### Key Questions

#### What is email?

Email is a method of sending electronic communication from one device to another.

#### What should I do if I receive an email that makes me upset or scared?

If you are at school, you should tell the teacher immediately. If you receive the message at home, then you should tell a parent or guardian.

#### What information can I send in an email?

As well as sending a message, files such as photographs, videos, music and other resources can be attached to the email and sent to the receiver.

### Key Vocabulary

#### Address book

A list of people who you regularly send an email to.

#### CC

A way of sending a copy of your email to other people so they can see the information in it.

#### Email

(Electronic Mail) An Internet service that allows people who have an email address to send and receive instant electronic letters.

#### Personal Information

Identifying information about yourself such as your name, address and telephone number.

#### Attachment

A file, which could be a piece of work or a picture, that is sent with the email.

#### Communication

The sharing or exchanging of information by speaking, writing, or using some other medium such as email.

#### Inbox

The folder where new emails go into when they are received.

#### Save to draft

Allows you to compose an email and save it to draft folder to review later before sending.

#### BCC

Blind Carbon Copy: A way of privately sending a copy of your email to other people so they can see the information in it, without the recipient knowing.

#### Compose

To write or create something.

#### 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 email.

#### Trusted Contact

A person who you know and trust, making an email from them safe to open.