Beit Shvidler Computing Scheme of Work: Knowledge Organisers

Unit: 4.4
Writing for Different Audiences

Key Learning

- To explore how font size and style can affect the impact of a text.
- To use a simulated scenario to produce a news report.
- To use a simulated scenario to write for a community campaign.

Key Resources

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2Publish Plus

2Simulate

Key Images

Text Toolbar. Click here to format your text.

Key Vocabulary

Font
The style of writing one can use when typing on a document.

Bold
This makes the text stand out.

Italic
A style of formatting when the text is at an angle.

Underline
To draw a line underneath the font.

Key Questions

Why should I change the font when I am writing?

Changing the appearance of the font can help make things easier to read and highlight important parts of the text.

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Unit: 4.5
Logo

Key Learning

- To learn the structure of the coding language of Logo.
- To input simple instructions in Logo.
- Using 2Logo to create letter shapes.
- To use the Repeat function in Logo to create shapes.
- To use and build procedures in Logo.

Key Resources

2Logo

Key Questions

What is Logo?

Logo is a text-based coding language used to control an on-screen turtle to create mathematical patterns.

Key Vocabulary

LOGO
A text-based coding language used to control an on screen turtle to create mathematical patterns.

BK
Move backwards a distance of units.

FD
Move forward a distance of units.

RT
Turn right a given number of degrees.

LT
Turn left a given number of degrees.

REPEAT
Repeat a set of instructions a specified number of times.

SETPC
Set pen colour to a given colour.

SETPS
Set the pen thickness.

PU
Lift the pen up off the screen.

PD
Put the pen back down on the screen.

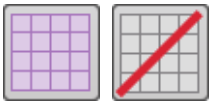
Unit: 4.5
Logo

Key Images

Open, close and share work

Choose the turtle style

Choose a background

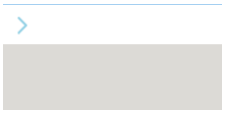


Switch the grid on and off

Press and the logo mouse follows the instructions

Reset the mouse to the start position

Change the speed at which the mouse moves



Write the Logo instructions here

Unit: 4.6
Animation

Key Learning

- To discuss what makes a good animated film or cartoon.
- To learn how animations are created by hand.
- To find out how animation can be created in a similar way using the computer.
- To learn about onion skinning in animation.
- To add backgrounds and sounds to animations.
- To be introduced to 'stop motion' animation.
- To share animation on the class display board and by blogging.

Key Resources

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2Animate

Key Vocabulary

Animation
A process by which still pictures appear to move.

Flipbook
A book with pictures drawn in a way that makes them appear to move when the pages are flicked.

Frame
A single image in an animation.

Onion skinning
A process where the shadow image of the previous frame is present to help you line up the objects of the animation correctly.

Background
A non-moving image that appears behind the animated images.

Play
Press this button to make the animation start.

Sound
Music or oral effects that can be added to the animation.

Stop motion
A technique whereby the camera is repeatedly stopped and started, for example to give animated figures the impression of movement.

Video clip
A short piece of film or animation.

Unit: 4.6
Animation

Key Images

Open, close or share animation.

Add or delete a frame from the animation.

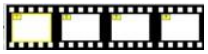
Play the animation.

Switch onion skinning on or off.

Add a background picture to the animation.

Insert a photograph from a webcam into the animation.

Insert a sound file into the animation.



Number of frames in the animation.

Key Questions

What is an animation?

Animation is the process of giving the illusion of movement to drawings, models, or inanimate objects. Animated motion pictures and television shows are highly popular forms of entertainment.

What is meant by onion skinning?

Onion skinning is a 2D computer graphics term for a technique used in creating animated cartoons and editing movies to see several frames at once.

What is meant by stop motion animation?

Stop motion animation is a filming technique in which objects (such as clay models) are photographed in a series of slightly different positions so that the objects seem to move.

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Unit: 4.7
Effective Searching

Key Learning

- To locate information on the search results page.
- To use search effectively to find out information.
- To assess whether an information source is true and reliable.

Key Resources

2Publish Plus

Key Questions

What is a search engine?

A search engine is a piece of software that allows the user to find and display pages from the World Wide Web.

Key Vocabulary

Easter egg
An unexpected or undocumented feature in a piece of computer software or on a DVD, included as a joke or a bonus.

Internet
A global computer network providing a variety of information and communication facilities.

Internet browser
A software application used to locate and display Web pages.

Search
To look for information. In this case on the Internet.

Search engine
A program that searches for and identifies items in a database. Used especially for finding sites on the World Wide Web.

Spoof website
Website spoofing is the act of creating a website, as a hoax, with the intention of misleading readers that the website has been created by a different person or organisation.

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

Unit: 4.8
Hardware Investigators

Key Learning

- To understand the different parts that make up a computer.
- To recall the different parts that make up a computer.

Key Resources

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2Connect

2Quiz

Key Questions

What is the difference between hardware and software?

Hardware refers to the physical parts of a computer or device. The parts inside the computer casing are often called the components. The parts that are attached to the computer case are called peripherals. Software describes the programs that run on the computer.

Key Vocabulary

Motherboard
A printed circuit board containing the main parts of a computer or other device, with connectors for other circuit boards to be slotted into.

CPU
The part of a computer in which operations are controlled.

RAM
Allows programs to store information to help the computer run more quickly.

Graphics card
A printed circuit board that controls the output to a display screen.

Network card
An electronic device that connects a computer to a computer network.

Monitor
A screen which displays an image generated by a computer.

Speakers
A device for letting you hear sounds generated by the computer.

Keyboard and mouse
External input devices.

Unit: 4.8

Hardware Investigators

Key Images

Motherboard

CPU

RAM

Graphics card

Network card

Monitor

Speakers

Keyboard

Mous