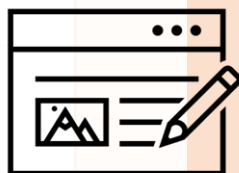


We Are

Makers

Computer Science



Year 4 — Summer Term

E-Safety

- Use a range of different methods to report inappropriate behaviour online
- Know which information should be kept private and which can be shared online
- Understand data validity and that not all website serve the suggested purpose
- Remain vigilant and mindful online



Key skills

- I will learn about the input—process—output model
- I will understand inputs and outputs available on BBC micro:bit
- I will program using Makecode
- I will test and debug programs I write
- I will learn to convert and transfer a program written on screen to the micro:bit

What I should already know:

- Be able to discuss the differences between acceptable and unacceptable behaviours online
- Have a range of different methods to report inappropriate behaviour and be able to discuss these
- Understand attachments and pop ups need to be treated with caution, whilst also understanding that some personal information should be kept private
- Make choices about which websites may be relevant for a given purpose and websites that may not and how valid the data may be

Vocabulary

Algorithm	a sequence of precise instructions or steps (sometimes a set of rules) to
Bluetooth	wireless digital communication protocol using low energy signals over
MakeCode	block- and text-based editor from Microsoft, supporting a variety of hardware platforms including the micro:bit
Micro:bit	simple, single board programmable computer with integrated input, out-
Object Code	a version of the program converted (compiled) into the detailed instructions to be followed by the computer's processor
Run Time	the complete software environment (operating system, drivers, interpreter) needed for a program to run on particular hardware
Simulator	software allowing one computer system to behave as another; in this case, the MakeCode editor includes an on-screen simulator of a micro:bit so that programs can be tested
Source Code	the program as written, in a language that can be understood by both the programmer and the computer
Variable	lets computer programs store, retrieve or change simple data – typically thought of as a particular bit of the computer's memory that holds a specific bit of data

Connecting Concepts

Coding

The process of assigning a code to a computer to communicate with it.

