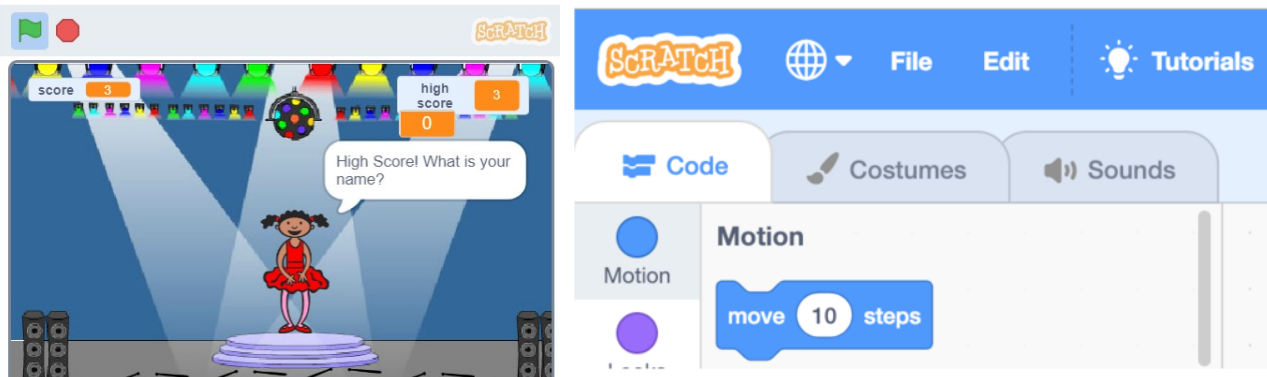


Year 5: Computing and Online Safety

Understanding Algorithms

Following on from your learning in Year 3, you will be **discovering** some more **complex programs** using Scratch. You will be coding your way through a range of **exciting tutorials and programs** including: Memory, Dodgeball, Brain Game, Catch the Dots, Clone Wars and finally, Create Your Own World.

While working through these projects, you will learn how to **add sound** to your Scratch project; create and use **custom blocks** for **repeating code**; how to use the **keyboard** to **control** a Sprite; how to **clone** a Sprite; how to use **broadcasts** in Scratch; how to use **variables** to track speed and lives in an **interactive** game; and finally, how to create your very own **adventure** in the world of Scratch!



Managing Information Online

How does our online activity affect the **digital footprint** of ourselves and others?

We leave a digital footprint when we're online. And that footprint, just like a fossil, can tell a lot about us and can last for a very long time. This is called a digital footprint, and not everything in our footprint is under our control. Even if someone tries to **delete** the activity, it will still be **stored** somewhere and be **accessible** to someone.

We have a **responsibility to ourselves and to others** before we do something online! **Think before you act!**



CRC Article 29: All children have the right to be the best that they can be.
CRC Article 19: All children have the right to be safe.



Vocabulary

accessible	Open to all people, for all to see.
Adventure World	A complex level on Scratch, whereby you create your own interactive world.
algorithm	A simple set of instructions.
broadcast	To transmit by computing device, radio or television.
coding	The process of writing computer programs.
complex	Of increased difficulty.
custom blocks	A useful tool in Scratch to help to define routines and instructions.
delete	A command, or key, on a computer which erases text or codes.
digital footprint	A record of what you have done online.
program	A series of coded software instructions to control the computer's operator.
repeating code	A duplicate code in computer programming which allows a code or message to occur more than once.
responsibility	The state or fact of having a duty to deal with something or someone.
Sprite	A character used in Scratch that can be altered by the user.
stored	To be saved, kept or accumulated for future use by a user or a computer.
tutorial	An account or explanation of a project with clear instructions for coding.
variables	An element or factor that is liable to change.