## Kettlethorpe HIGH SCHOOL

Year 7

# Knowledge Organiser Booklet

Name:

	utor:		ABOR OMNIA VINCIT											
Art	Computer Science	Dance & Drama	DT	English	Food H&C	Geography	Graphics	History	MFL	Music	PE	RE	Science	Textiles

### THINK PINK!

#### Capital letters

- sentence starts
  - proper nouns
    - the word 'I'

#### Commas

- to separate three or more items in a list
- use a pair of commas when you are inserting extra information in the middle of the sentence
  - use after an adverbial

Before sunrise, Zac ate his breakfast.

#### **Apostrophes**

- to show that a letter or letters are missing: I'm haven't don't
- to show something belongs to something else: The parents' meeting lasted an hour.
  - 1. Have you carefully reread your work?
  - 2. Have you checked to see if you accidentally made any mistakes?
    - 3. Are you proud of your work?

#### **Common mistakes**

There refers to a place or idea.

Their shows belonging.

They're is short for 'they are'.

use should have - not 'should of'
use could have - not 'could of'
use would have - not 'would of'

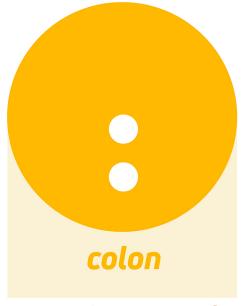
#### **Spelling**

- use the dictionary
- make sure to use subject specific vocabulary

#### APPLY THE RULES. BE CONSISTENT. CHECK FOR ACCURACY.

- **WWW** Descriptive comment on what went well
  - **EBI** Descriptive comment saying your work would be **even better if**

## Punctuation



to introduce extra info

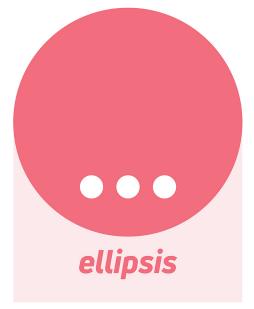


to link connected sentences



Literacy

You only need one!



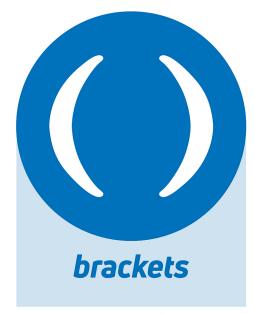
to leave a trailing thought...



to end a sentence



to add/separate information



to add extra information



to add/separate information



for omission or possession



"Are you listening?"



to include quotes



at the end of a question

## Do you know your roots?

Literacy



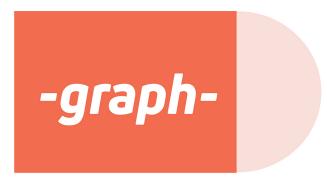
root meaning 'to see'



prefix meaning 'below'



prefix meaning 'with'



root meaning 'writing'



root meaning 'art /skill'



root meaning 'time'



prefix meaning 'under'



prefix meaning 'out of'



suffix meaning 'study of'



root meaning 'life'



prefix meaning 'small'



root meaning 'sound'





Sprite

Stage

Script Block

Costume

Variable

Operator

Algorithm

**Fvent** 

Scripts

Loop

Command

If Statement

Backdrop

Code

Conditional

Statement

Looks

Motion

Sensing

Sound

Control

Scratch is a free visual programming language that you can use to create your own interactive games, stories and quizzes.

Sprite	Stage	Script Block	Costume
		Motion  Looks Sensing  Sound Operators  Events Variables  Control My Blocks	
Character than can be coded in Scratch.	The area the sprite moves in.	A colour rectangle that is used to program the sprite.	What the sprite looks like. A sprite can have multiple cos- tumes.

**Motion** blocks are the blocks that control a sprite's **movement**.

**Looks** blocks are the blocks that control a sprite's **look**.

Sound blocks are the blocks that control sound.

Event blocks are blocks that control events and the starting of scripts.

**Control** blocks are the blocks that control **scripts**.

Sensing blocks are the blocks that detect things.

Operators blocks are the blocks that perform math functions and string handling.

Variables blocks are the blocks that hold values and strings.



This code tells a sprite to move 10 steps forever.



This code tells a sprite to change position if Y is pressed.





Sprite Stage

Script Block

Costume

Variable

Operator

Algorithm

**Fvent** 

Scripts

Loop

Command

If Statement

Backdrop

Code

Conditional

Statement

Looks

Motion

Sensing

Sound

Control

Scratch is a visual programming language—this means we don't see our code as lines of text, we see it as blocks that we connect.

Sequencing is the specific order in which instructions are performed in an algorithm.

Algorithms consist of instructions that are carried our (performed) one after another.

It is crucial that the steps in an algorithm are performed in the right order, otherwise the algorithm will not work correctly.

When an algorithm has been correctly sequenced we can convert this algorithm into a computer program that will carry out the instructions in the correct order.

	Programming Keywords
Sequence	Ordered instructions.
Selection	Choose between two options of code.
Iteration	Repeats lines of code.
Inputs	Data received from the user.
Outputs	Data displayed to the user.
String	Data type containing characters.
Integer	Data type containing whole numbers.
Float	Data type containing decimal numbers.
Boolean	Data type containing True/False values.
Variables	Locations in memory which store values.

	Flowcharts
Start	Terminator symbols indicate the start and end of a flowchart.
	Arrow, shows the flow of data through the
	an action is done. Example "add 1 to score"
	Input/ Output symbol represents when data is inputted or outputted to the process.
$\Diamond$	<b>Decision</b> indicates a question or branch in the process flow. There are usually 2 options "Yes, No" "True, False"

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#### **History of Coding - An Introduction**

#### **Example of Historical Codes**







						G			
1	2	3	4	5	6	7	8	9	10
K	L	М	N	0	Р	Q	R	S	Т

U	V	W	X	Υ	Z
21	22	23	24	25	Z 26

ement







World War II involved many countries around the globe fighting against each other, including the UK. It lasted six years, from 1939-1945. The War became a global conflict after the German military, led by Adolf Hitler, invaded Poland.

Britain declared war on Germany then Italy joined with Germany, and gradually other countries in Europe and around the world became involved with either the **Allies** or the **Axis** powers.

Alan Turing worked for the British government's top-secret code-breaking department at Bletchley Park. The Nazis had been using a system of scrambled messages called the Enigma Code to communicate

military information.

**Decoding** these messages could give the British a huge boost in the war efforts, as they'd get to find out what their enemies were planning!

So, Alan and his team invented an incredible new machine called the **Bombe** and this were vital in cracking the **Enigma code**. This gave Britain and its allies a huge advantage! By 1945, they had won the war. It's estimated that the codebreakers' efforts saved many thousands of lives!



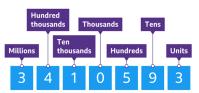


#### **Data Representation - Advanced**

#### How do Computers see the world?

Computers use electrical signals that are on or off, so they have to see everything as a series of **binary numbers**. This data is represented as a sequence of **1s** and **0s** - **on** or **off**. All data that we want a computer to process needs to be converted into this binary format.

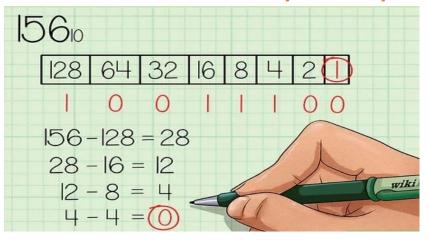
#### What is Denary?



People use the **denary** (or decimal) number system in their day-to-day lives. This system has 10 digits that

we can use: 0, 1, 2, 3, 4, 5, 6, 7, 8 and 9.

#### **How to Convert Denary to Binary**

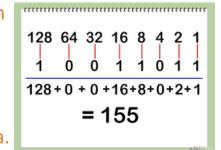


#### **Units of Data Storage**



#### What is Binary?

**Binary** is a number system what only uses two digits **1** and **0**. You can convert **binary** numbers into **denary** and vice versa.



#### **Key Words and Spellings**



Encrypt	Morse Code
Cipher	Decrypt
Enigma	Decipher
Cryptology	Cryptographer
Caesar Cipher	Hieroglyphics

# Spelling

Formula

Spreadsheet

Multiply

Cell reference

**Function** 

Formatting

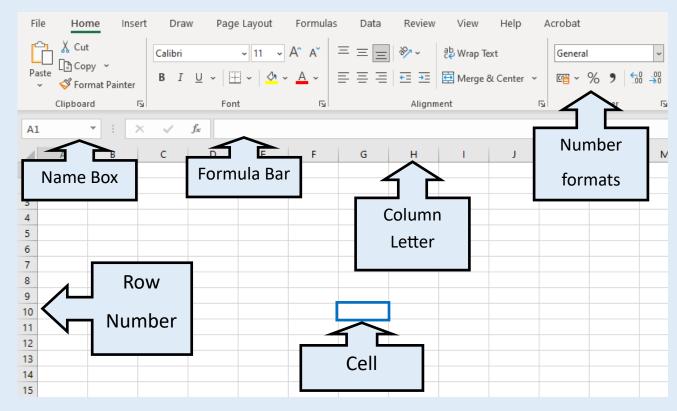
Conditional

Worksheet

Statement

**AutoSum** 

#### Spreadsheets Basics



ADD	SUBTRACT	MULTIPLY	DIVIDE
=b1+b2	=b1-b2	=b1*b2	=b1/b2
SUM	AVERAGE	MIN	MAX
=SUM(A1:A4)	=AVERAGE(A1:A4)	=MIN(A1:A4)	=MAX(A1:A4)

#### Charts in Excel

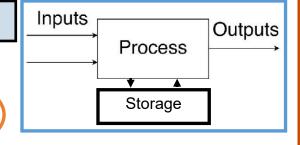


#### Sensor: A device used to detect something such as light, humidity, movement, sound etc.

Sensors used in the real world systems are:

- Fire Alarms—using temperature and smoke sensors
- Automatic Doors—using motion sensors
- Burglar Alarms—using sound, motion and light sensors
- Streetlights—using light sensors

Use your knowledge organiser to create automatic systems for this!



# Flowol 4 Automatic Home X Sun Door Light Blinds Fire Door Sw Close Open

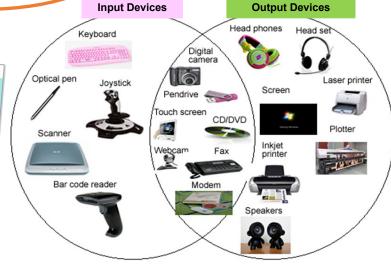
Start

Door Sw on?

Is Sun < 15?

YES

Turn Lamp on



#### FLOWCHART BASICS:



**TERMINATOR**: Indicates the beginning or end of your Flowol sequence



**PROCESS**: Indicates a process that is applied to your sequence (e.g. a delay)

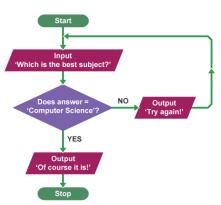


**DATA (NPUT/OUTPUT):** In Flowol, this indicates an input or output, such as a motor.



**DECISION**: Indicates a point in your sequence that requires a decision to proceed.

== Equal to != Not equal to > Greater than < Less than	Operator	Meaning
> Greater than	==	Equal to
We are not because the second of the second	!=	Not equal to
< Less than	>	Greater than
	<	Less than
>= Greater than or equal to	>=	Greater than or equal to
Less than or equal to	<=	Less than or equal to



If the door switch is pressed on, but the Sunlight level is GREATER THAN 15, it will go back to the start and not turn the lamp on.

This example show if the door switch is pressed on AND if the Sunlight level is LESS THAN 15, then the lamp will be turned on inside the house.

#### Keywords

Motherboard

Random Access Memory

Peripheral

Central Processing Unit

Device

Input

Output

Monitor

Keyboard

Component