

Kettlethorpe HIGH SCHOOL

Year 8

Knowledge Organiser Booklet

Name:

Tutor:



THINK PINK!

If you see **PINK** in your books,
make the corrections.

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. **B**E CONSISTENT. **C**HECK 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



You only need one!



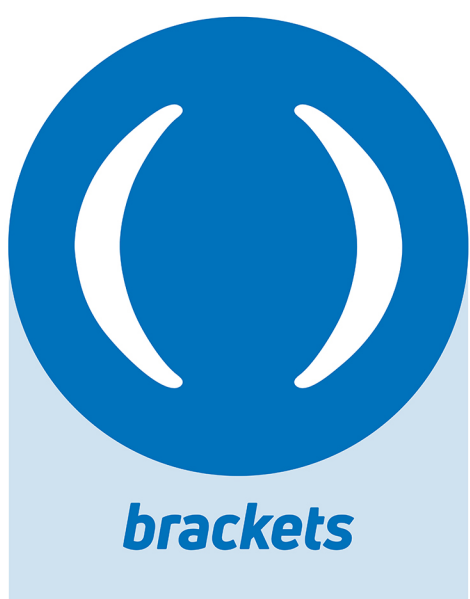
to leave a trailing thought...



to end a sentence



to add/separate information



to add extra information



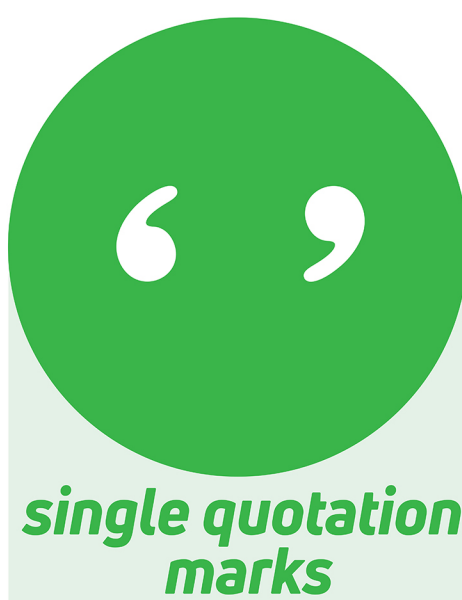
to add/separate information



for omission or possession



“Are you listening?”



to include quotes



at the end of a question

Do you know your roots?



-scop-

root meaning **'to see'**

sub-

prefix meaning **'under'**

hypo-

prefix meaning **'below'**

ex-

prefix meaning **'out of'**

con-

prefix meaning **'with'**

-logy

suffix meaning **'study of'**

-graph-

root meaning **'writing'**

-bio-

root meaning **'life'**

-techn-

root meaning **'art / skill'**

micro-

prefix meaning **'small'**

-chron-

root meaning **'time'**

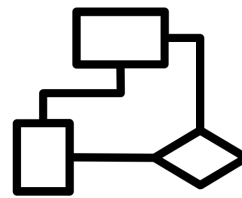
-phon-

root meaning **'sound'**

An algorithm is a set of steps to complete a task. You use algorithms in your daily routine to complete everyday tasks.

In computing terms algorithms are a set of steps that are needed to carry out a software task.

Algorithms are created using the block interface—similar to Scratch—on the Microbit.

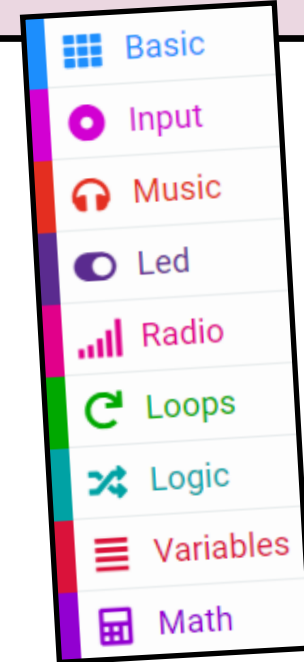


A **flowchart** can be used to represent the algorithm in a **diagram**.

Flowcharts use special shapes to represent different parts of the algorithm

Flowchart Symbols	
	Used at the start and end of a flowchart.
	Controls all the inputs and outputs.
	General instructions and calculations carried out by the computer.
	Where a question/decision is asked. Must have a 'Yes' and 'No' output.
	Used to connect flowchart symbols to show the direction of flow in the program.

- Spelling
- Unambiguous
- Algorithm
- Flowchart
- Sequence
- Encrypt
- Cipher
- Decision
- Process
- Instructions
- Binary

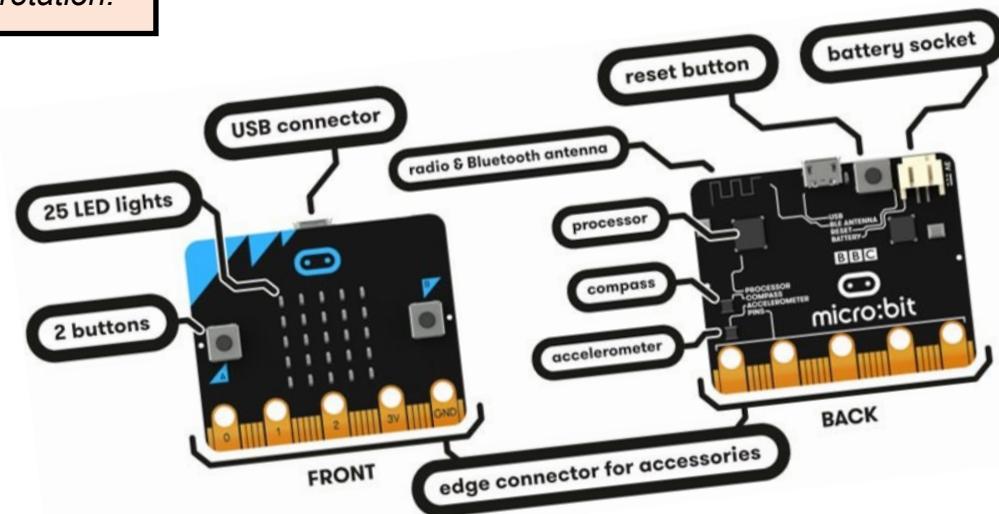


Unambiguous: *not open to more than one interpretation.*

Using only 0s and 1s in the table below will make any number between 0 and 255. For example, to make 41, you need 32, 8 and 1. Place a 1 in each column and a 0 in the others.

128	64	32	16	8	4	2	1
0	0	1	0	1	0	0	1

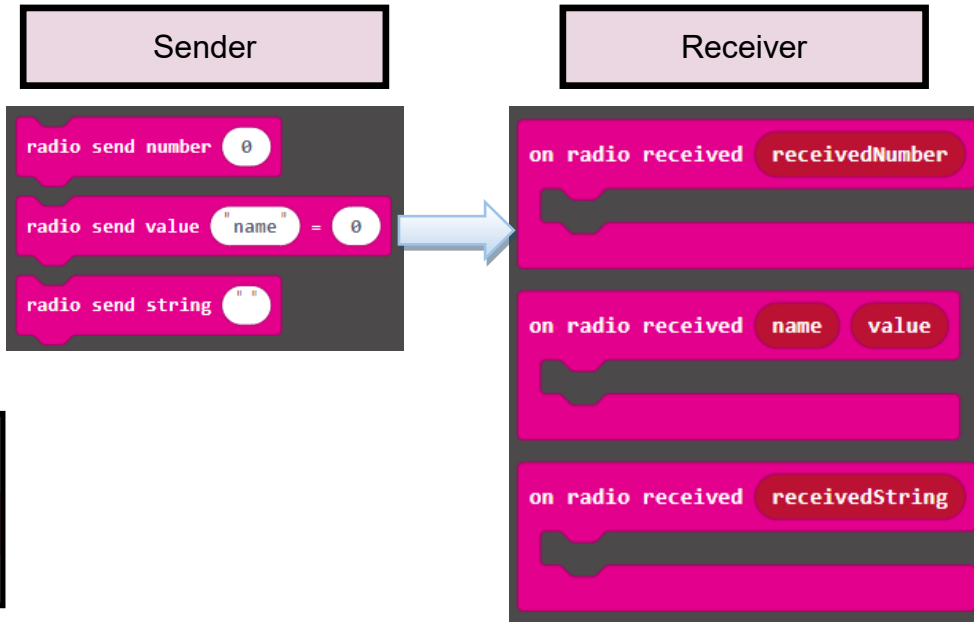
00101001 = 41



When communicating via radio waves on the microbits, ensure you are setting your radio group on start, with a tick icon to show it has worked.

```

on start
  radio set group 1
  show icon
  
```



These blocks send a number via radio waves to another microbit **when button A is pressed**.

```

on button A pressed
  radio send number 1
  
```

To receive data via radio waves, select the relevant block (number/string) and use **selection**. The **selection** block allows us to specify what action to take on what we receive.

```

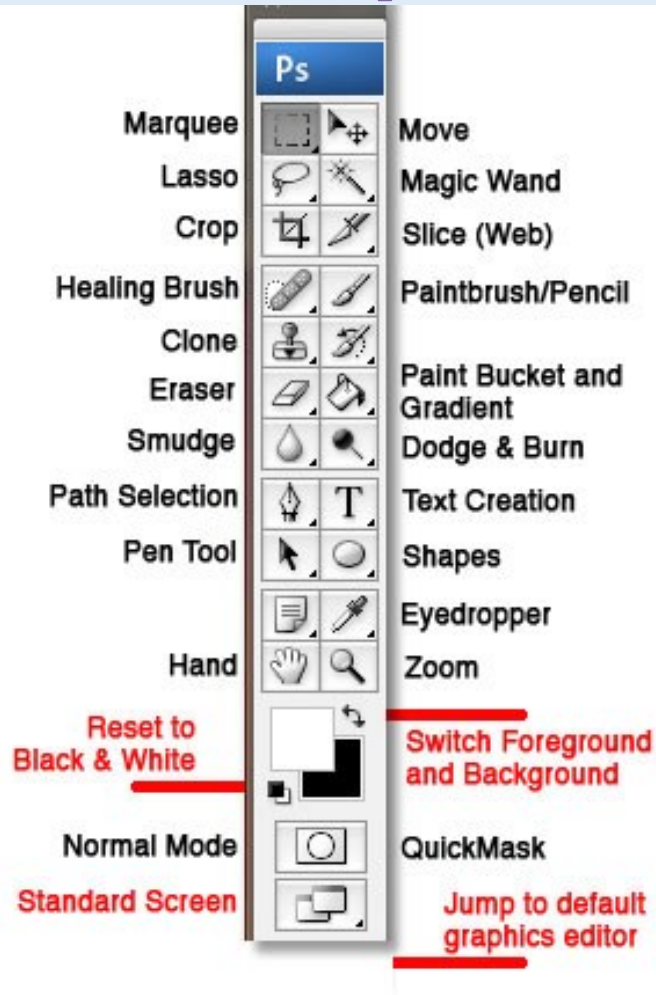
on radio received receivedNumber
  if receivedNumber = 1 then
    show icon
  
```

An algorithm is a set of steps to complete a task. You use algorithms in your daily routine to complete everyday tasks. In computing terms algorithms are a set of steps that are needed to carry out a software task.

Keyword	Definition
Processor	Receives inputs from the computer and produces outputs.
USB	The form of power supply used by the Micro:bit – power is transmitted from the computer via a micro-USB cable.
Buttons	Input devices used within the Micro:bit to control or alter programs whilst running.
LEDs	Light Emitting Diodes – used on the Micro:bit as a screen in a 5x5 grid to display information
Accelerometer	An input device within the Micro:bit to control or alter programs by tilting or moving the device.
Sequence	The order which the computer will run code in, one line at a time.
Selection	A decision made by a computer, choosing what code should be run only when certain conditions are met.
Iteration	When a section of code is repeated several times – also known as looping.

Photoshop Tools

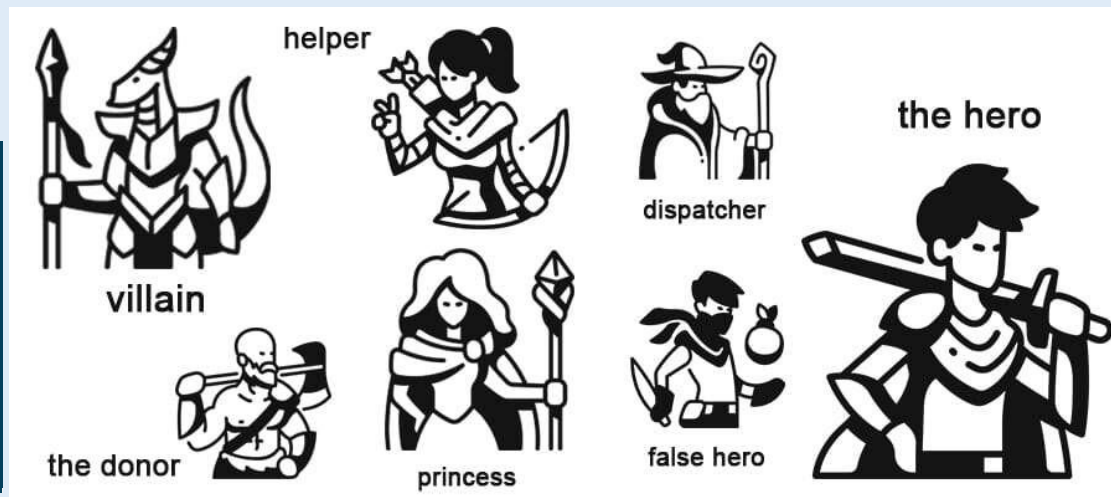
Cinematography



ANGLE	SHOT SIZE	MOTION
eye level	close up, extreme	360-degree
dutch	medium shot	zoom
low angle	long shot, extreme	pan, tilt
high angle, top angle	single, two, three shot	dolly, crane
over the shoulder	POV	random

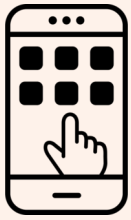
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Propp's Characters



Keywords

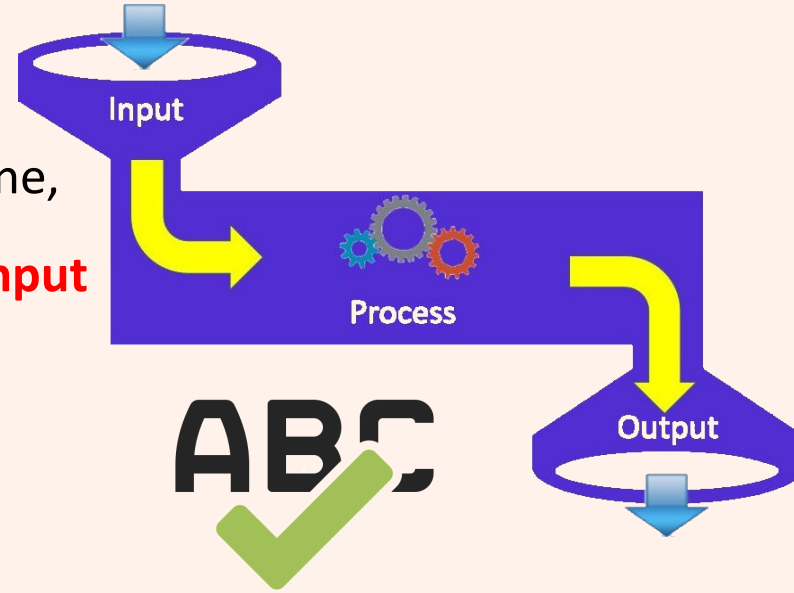
Typography style	Star names
Director's Name	Company logo
Credit Block	Certification rating
Main Title	Colour scheme
Tag line	Iconography
Critical reviews	Key Image



Creative iMedia Taster - App Design - The Basics

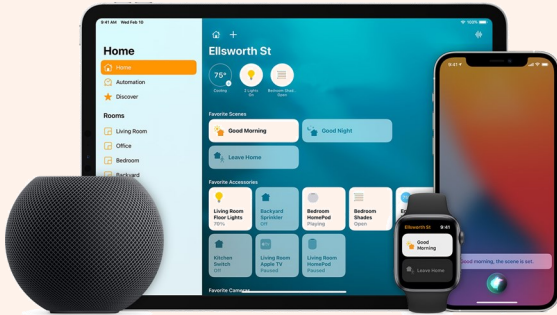
What are Apps?

Apps are hugely popular, whether used on a phone, tablet or other smart device. They allow you to **input data**, they **process it** and **output data** in return.



What is a Smart Device?

Smart devices are an electronic gadgets that are able to connect, share and interact with their users and other smart devices.



Key Words and Spellings

Application	Client
Properties	Label
Emulator	Interactivity
Design	Event
Function	User Interactions

Examples of Popular Apps



Instagram



Facebook



WhatsApp



Duolingo



Netflix



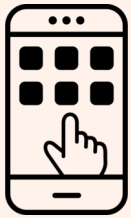
Amazon



YouTube



Spotify



Creative iMedia Taster - App Design - Advanced



App Lab is a programming environment where you can make simple apps. Create code in JavaScript (the programming language of the web) with blocks or text, then share your app.

1. Changing the Screen Colour

```
Workspace
1 setProperty(▼"screen1", ▼"background-color", ▼"green");
```

2. Edit the Font Size and Colour

```
Workspace
setProperty(▼"label1", ▼"font-size", ▼"80");
setProperty(▼"label1", ▼"text-color", ▼"blue");
```

4. Making it Interactive

```
Workspace
1 setProperty(▼"screen1", ▼"background-color", ▼"blue");
2 onEvent(▼"bigButton", ▼"click", function() {
3   setProperty(▼"screen1", ▼"background-color", ▼"green");
4 });
```

5. Adding Images and Sound

```
Workspace Version History
1 setProperty(▼"button1", ▼"image", ▼"https://code.org/images/app-lab/monkey.jpg");
2 setProperty(▼"button2", ▼"image", ▼"https://code.org/images/app-lab/tiger.jpg");
3 setProperty(▼"button3", ▼"image", ▼"https://code.org/images/app-lab/horse.jpg");
4 onEvent(▼"button1", ▼"click", function() {
5   playSound(▼"sound://category_animals/monkey.mp3");
6 });
7 onEvent(▼"button2", ▼"click", function() {
8   playSound(▼"sound://category_animals/tiger.mp3");
9 });
10 onEvent(▼"button3", ▼"click", function() {
11   playSound(▼"sound://category_animals/horse.mp3");
12 });
```

4. Design Mode

Button Text Input Image Screen

id
startScreen

background color
rgb(255, 255, 255)

image
Choose...

Workspace

```
1 onEvent(▼"leftButton", ▼"click", function() {
2   setScreen(▼"leftScreen");
3   playSound(▼"sound://default.mp3", ▼false);
4 });
```

Some spellings are different such as

```
▼"background-color";
```



Scan the QR Code to access an Introduction to App Lab Tutorial!