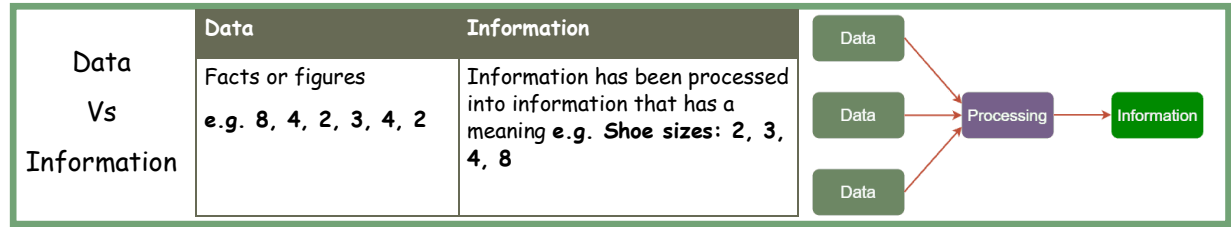


# Computing Year 7 Unit: Modelling Data—Spreadsheets

## Threshold concept—

- Understand what a real-world problem is.
- Show basic awareness of formulas.
- Describe what a creative project is.
- Collect data for a project.
- Show understanding of a simple project for a specific goal.

Keyword	Definition
Data	Values, typically letters or numbers.
Cell	A cell is the intersection between a row and a column on a spreadsheet that starts with cell A1
Cell reference	The set of coordinates that a cell occupies on a worksheet.
Row	The numbered gray area to the left of each row.
Column	The lettered or numbered gray area at the top of each column.
Formula	A combination of symbols that indicates the chemical composition of a substance.
Range	Two or more cells on a sheet. The cells in a range can be adjacent or nonadjacent.
Maximum	The highest number
Minimum	The lowest number
Information	Data with a meaning
Data	Facts and statistics



**Golden rule: every formula always starts with an =**

Cell references begin with a letter, and finish with a number. EG: **A1**

	A	B	C	D	E	F	G
1							
2							
3							
4							
5							

A range is a selection of cells. EG: **A2:F4**

	A	B	C	D	E	F	G
1							
2							
3							
4							
5							

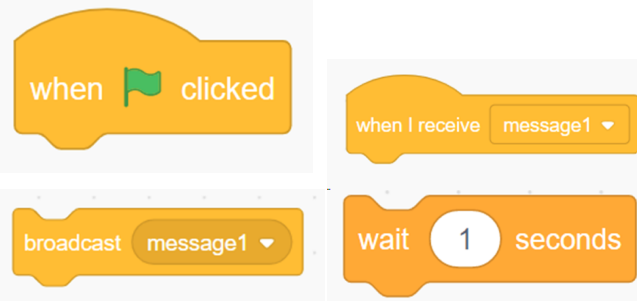
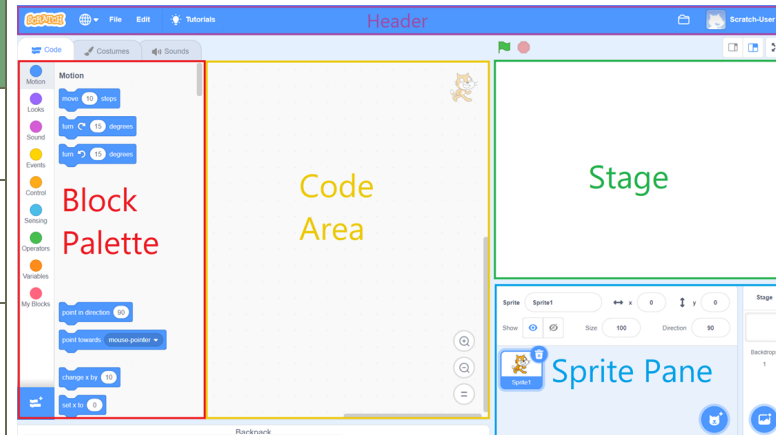
Operators	
+	Adds two numbers / cells
-	Subtracts one cell or number from another
*	Multiplies two numbers/cells
/	Divides one number / cell from another one
<	Less than
>	Greater than
<=	Less than or equal to
>=	Greater than or equal to

# Computing Year 7 Unit: Programming essentials in Scratch part 1

## Threshold concept—

- Understand what a real-world problem is.
- Understand the concept of computational abstractions
- Show understanding of a simple project for a specific goal.
- Gain a basic understanding of a programming language

Keyword	Definition
Sequence	Creating a set of instructions to complete a task.
Variable	A memory location within a computer program where values are stored.
Selection	A decision within a computer program when the program decides to move on based on the results of an event.
Operators	Mathematical symbols which allow you to complete code e.g. > < =
Iteration	In computer programming, this is a single pass through a set of instructions.
Decomposition	The breaking down of a system into smaller parts that are easier to understand, program and maintain.
Input	Data which is inserted into a system for processing and/or storage.
Process	The actions taken by a program to manipulate data
Output	Data which is sent out of a system.



say 'Hi!' for 2 seconds	switch costume to costume2	next costume
Causes the sprite to say a message for a certain amount of time	Used to change the appearance of a sprite	Changes the costume (appearance) of the sprite to the costume after the current costume
think 'Hmm...' for 2 seconds	clear graphic effects	change pixelate effect by 25
Another way to output to the screen. Causes the message to appear in a 'thought bubble' next to the sprite	Removes any graphical effects that have been applied to the sprite	Used to apply a graphical effect to a sprite

set my variable to 0	Used to set the value of a variable.
add thing to ShoppingList	Adds an item to a list variable
delete 1 of ShoppingList	Deletes a certain item in a list variable
change my variable by 1	Used to change the value of a variable.
delete all of ShoppingList	Deletes all the items in a list variable
ShoppingList contains thing ?	Checks if an item is in a list variable