

Year: 8
Topic: HTML

Core Texts

HTML Tutorials
<http://www.w3schools.com>

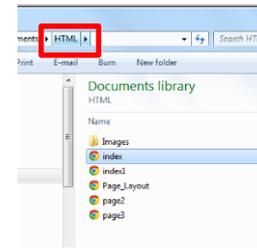
Key Words:

HTML	Hyper Text Markup Language	Tags	Element names surrounded by angle brackets <tagname>	Tags	Usually come in pairs e.g. <p> </p>
Hex Code	A six digit code that represents a colour e.g.#AB37D5 (0-9 & A-F)	Notepad	The software you will use to write your HTML tags	Web Browser	The software you will use to view your HTML pages
CSS	Cascading style sheet – used for describing the presentation of a HTML web page	Root Folder	The top folder for your web pages (HTML) all files must be saved within it		

When working on your HTML pages always ensure you have both Google Chrome and Notepad open on the same screen

All images must be saved to your images folder within your HTML folder

Save regularly and view your progress **Ctrl+S** in notepad and **F5** to refresh in Chrome



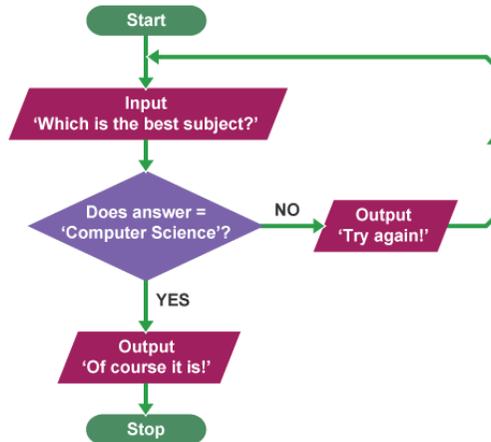
Useful Tags:

<body>	Defines the main section of a page	<html>	Defines an HTML document
<p>	Inserts a new paragraph	<h1> to <h6>	Defines the size of the headings
	Defines the type of font	 	Inserts a line break
<img src=	Inserts an image	<sub>	Defines subscripted text
<a href=	Inserts a hyperlink	<sup>	Defines superscripted text
<title>	Alters the title of the page in the browser tab	<table>	Defines a table
<marquee>	Allows the text to move across the page	<tr>	Defines a row in a table
	Bold	<td>	Defines a cell in a table
<bg color>	Changes the background colour	<div>	Section
<i>	Italic		Unordered list
<center>	Moves the object into the middle		Ordered list

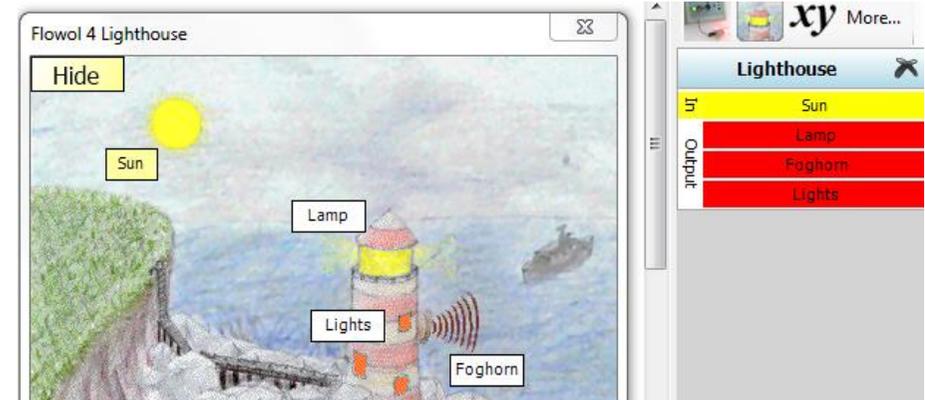
Key Words:

Algorithm	A set of step by step instructions designed to solve a problem	Sequencing	Creating a set of instructions that complete a task in a predetermined order
Flowchart	Sequence of instructions set within symbols designed to solve a problem	Loop	Repetition of an event until certain conditions are met
Simulation	A model that produces an output, either visual or physical, as it runs	Subroutine	A set of instructions defined to perform a frequently used operation in a program

Variable	A named area of storage that can hold different values
Programming	The process of writing computer software
Sensor	An object whose purpose is to detect event or changes in its environment, and then provide a corresponding output
IF, THEN, ELSE	A decision in which a choice is made



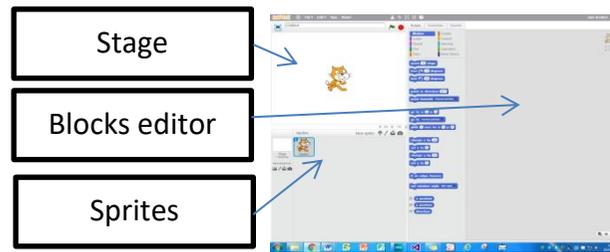
Symbol	What it does?
	Terminator: Start/Stop symbol. This must be used to start the flow diagram, and also to stop it when it's finished.
	Input / Output symbol: This controls if the outputs are on. For example a motor or a light.
	Process symbol: This allows you to put a delay or a repeat in your flow diagram
	Decision symbol: This lets you add a decision or a condition to your flow diagram
	Label. This allows you to add text to your diagram
	Edit. This allows you edit parts of your diagram
	This links all of the symbols together, and completes the flow diagram.



Mimics:
Each mimic is a scenario in which there are a series of inputs and outputs (see above). These can be programmed using flowcharts to model them working in a real life scenario

Year: 8
Term: 2b
Topic: Scratch

<http://Scratch.mit.edu/>



Key Words:

1	Sequence	A sequence is a set of steps taken in order, one thing following another	Iteration	Sections of code that need to be repeated a certain number of times	Global Variable	It is visible throughout the program.
2	Variable	A named area of storage that can hold different values	Boolean	A binary variable that can have one of two possible values, 0 (false) or 1 (true).	Local Variable	It is only visible within the block in which it is declared.
3	IF Statements	If certain criteria are met the program will do one of two options	Blocks	Blocks make up scripts, which make a project work	Scratch	A drag and drop programming language
4	Operator block	A block that performs math functions and string handling	IDE	Integrated development environment	Sprite	An object in Scratch which performs functions controlled by scripts
5	Constant	A name area of storage where the value does not change	Validation	Checking data that has inputted based upon a series of rules	≤	Less than or equal to
6	Arithmetic operator	+(add) / (divide) * (Multiply) – (Subtract)	Verification	Double checking data inputted to ensure errors are not included	-	Subtraction
7	Algorithm	A series of steps that can be followed to complete a task.	Logical operators	AND, OR, NOT	/	Division
8	=	Equal to	*	Multiplication	+	Addition
9	≠	Not equal to	≥	Greater than or equal to	Stage	area where you see your stories, games, and animations come to life
10	Costume	Images used to define how a sprite looks.	Canvas	area in the Paint Editor which allows the user to create or edit costumes and backgrounds		