Computing: Digital Literacy

Password tips

- Use different passwords for each account.

- Pick a mixture of characters.

- It should be at least 8 characters long.

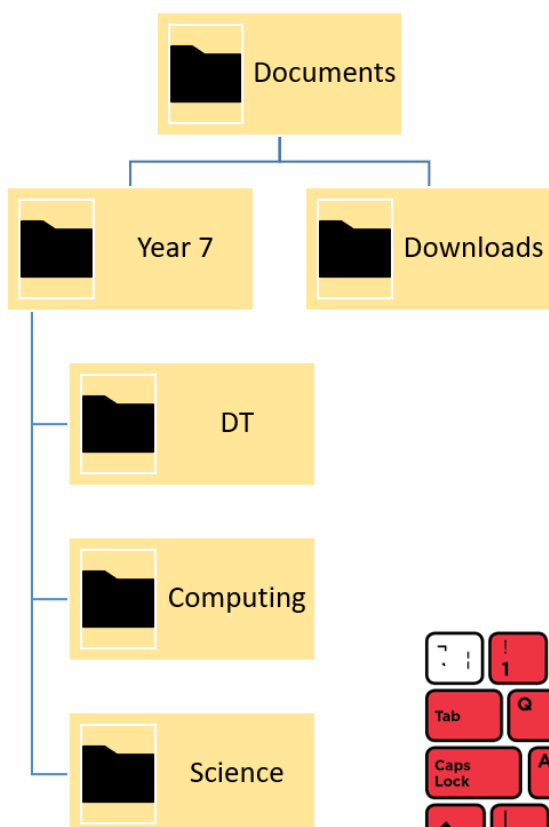- Change passwords annually.

- Don't write passwords down.

Onedrive / Office365 / Teams login

We have Microsoft apps that run on the internet. You will need to provide login details to use them:

DDDDLL@wellington.trafford.sch.uk
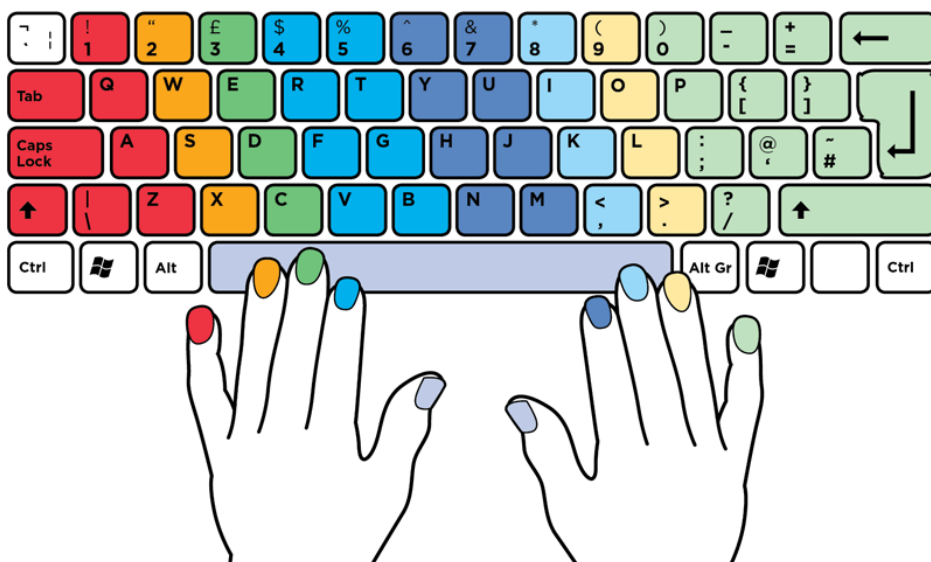
D is a digit (0-9)

L is a letter

Documents
- Year 7
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Keyboard shortcuts!

Ctrl +

B	Bold	C	Copy
U	Underline	V	Paste
I	Italic	Z	Undo
F	Find	Y	Redo
S	Save	A	Select all

This program draws a square. The **sequence** of instructions is important. If they are in a different order, the outcome of the program will be different.

This program does exactly the same thing. However, it uses a loop to repeat instructions, making it shorter and therefore easier to edit if necessary. This is known as **iteration**.

Computing: Programming with Scratch

The program has been improved further here. It uses two **variables**, *sides* and *n*.

This makes the program more flexible, by being able to draw shapes of different number of sides.

The number of degrees to rotate has been calculated by an **arithmetic operation**: 360 ÷ sides. We use '/' as the division operator (instead of ÷) in computing.

This time the program asks the user how many sides the shape should be. This is known as **user input** and the answer is stored in the variable *sides*.

Once the shape has been drawn, the program **outputs** text to the screen. It joins some text with the value of the variable *sides*. This is known as **concatenation**.

Finally, the user is given a choice of colours. This part of the program uses a **Boolean expression** to compare the user input with 'r'.

If this is *true* (the users types 'r'), the pen colour is red.

If this is *false* (the user doesn't type 'r'), the pen will be blue.

If… else statements are known as **selection**.