

Unit 6 – Kodu

Topics learnt:

1. Computer game research
2. Landscape design
3. Algorithms theory
4. Programming algorithms in the game - single and multiplayer games

Unit 4 – Computer systems

Topics learnt:

1. Input, process, output,
2. Hardware and software
3. Storage devices
4. Computer Language

Unit 3 – Computer crime and cyber security

Topics learnt:

1. Email scams
2. Hacking
3. Protecting personal data
4. Legislation

Unit 1 – Online safety

Topics learnt:

1. Welcome to your workstation
2. Respectful online communication
3. Presenting to an audience part 1, progress check
4. Presenting to an audience part 2
5. Who are you talking to

Unit 5 – Microsoft Office

Topics learnt

1. Pioneers of computing research.
2. Designing and creating a questionnaire
3. Animating slides
hyperlinking slides
4. Autosums
5. Graphs

Unit 2 – Website design

Topics learnt:

1. Market research of existing websites
2. Text, navigation bars
3. Audio, video
4. Adding buttons and contact forms