

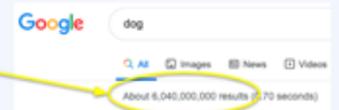
Technology in Our Lives

What is the Internet?

A network of networks that spreads around the world. It has web browsers and search engines to help find something specific. The way these results appear depends also on adverts and marketing.

How many results?

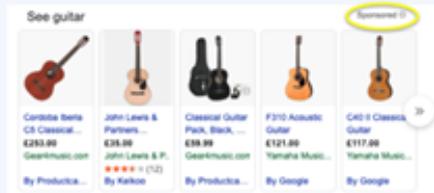
Most search engines will tell you how many results there are for your search term.



Computing Skills and Vocabulary

World Wide Web	A world wide network or networks forms the internet.
Advert	The instructions and results of a process
Ranking	An agreed way of doing something like rules.
Web site	A series of numbers which make up the location of a computer
Server	A server connects to a network switch. It stores files and manages the network.
Web Browser	A way to search the WWW for videos, music and information
Web Crawler	A program that searches through websites and stores information about them.

What do you notice about the first few results?



PMT Manchester Music Shop | Shop Guitar Online
 The UK's Largest Guitar Store | Click & Collect in Just 1 Hour

Multimedia

How do we make our own website?

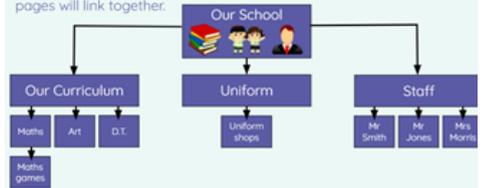
Using Google Sites you can create your own website. You will need to think about who it is for, what information they are interested in and how they will navigate through the sub pages

Computing Skills and Vocabulary

layout	The organisation of information
home page	The first, main page that links sub pages.
Media	Videos, music and photos on the site
Preview	How they website will look to users
Publish	Release the site onto the internet.

Planning your website

Now plan out the rest of your website thinking carefully about how the pages will link together.



Coding

How do we use variables to make a game?

A variable is one thing that can be changed in a program. They are used in games to calculate the score in a game. Scratch needs an algorithm to tell it how to change.

Computing Skills and Vocabulary

name	Each variable needs to be carefully named
value	The value given to the named variable
set	You can set the variable with you algorithm

