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To access videos and websites providing background to this book go to: https://www.readyed.net/digital-technologies-for-years-5-6-book-1/ Pages that are linked to online content will have this symbol on them:

Technology has an essential role in people's everyday lives and life without it often seems unimaginable. We use technology every day to make our lives easier, quicker, and more convenient.
$\square$ Imagine you were stuck on a desert island and could only bring 3 different technological items that improve your quality of life. What would they be? Draw and explain why.
Example: My smartphone because I can use it to...
(Learn, play games, find out information that I need, call someone)


## Activity 5 Technology Sort

$\square$ Can you sort these devices into the following categories?


| digital camera | letter | old wall telephone |
| :---: | :---: | :---: |
| video cassette recorder | camera with film | smartphone |
| ipod | fax machine | DVDs and CDs |
| typewriter | laptop | old mobile phone |
| cassette player deck | record player | rotary phone |



Reasoning: Why did you place them in these categories?
Communication: $\qquad$

Entertainment: $\qquad$

Both: $\qquad$
$\qquad$

## Activity 7 URLs Find The Word

$\square$ Find words related to URLs in the word search below.


Words to find:

| ADDRESS | DOMAIN | EXTENSION |
| :--- | :--- | :--- |
| INTEREST GROUP | MICROCHIPS | PASSWORD |
| USERNAME | WEB BROWSER | WEBPAGE |
| WEBSITE | HYPERTEXT MARKUP LANGUAGE | UNIFORM RESOURCE LOCATOR |

Think about how life would have been simpler before internet access was so readily available.

How would your parent/s lives have been different to yours, growing up? Draw in the thinking bubbles then list the differences.


## Activity 13 Devices' Flowchart

To buy a property, your parents must sign a contract their real estate agent has sent them via email. For this, they need to print the document, sign it by hand and scan it, so that they can send it back to their agent via email.
$\square$ Create a flow chart to record the different devices they need and whether the peripheral devices used are input or output devices.


Activity 20 Building Your Binary Skills 1
$\square$ Create a binary code bracelet by writing the corresponding binary code for each letter of your name.

## Reminder:

The binary system uses a code made up of 0 and 1 s . Using this binary alphabet create a name bracelet using binary code:

| A | 01000001 | J | 01001010 | S | 01010011 |
| :---: | :--- | :---: | :--- | :---: | :---: |
| B | 01000010 | K | 01001011 | T | 01010100 |
| C | 01000011 | L | 01001100 | U | 01010101 |
| D | 01000100 | M | 01001101 | V | 01010110 |
| E | 01000101 | N | 01001110 | W | 01010111 |
| F | 01000110 | O | 01001111 | X | 01011000 |
| G | 01000111 | P | 01010000 | Y | 10 |
| H | 01001000 | Q | 01010001 |  |  |
| I | 01001001 | R | 01010010 |  | 10 |


| Write your name out here in binary first, then |
| :--- | to the racelet template and staple it together to make a binary code bracelet

First letter $\qquad$ Second létter $\qquad$
Third letter
Fifth letter


Fourth letter $\qquad$
Sixth letter $\qquad$
Eighth letter $\qquad$

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$\square$ When creating a bitmap you need to tell the computer instructions so that it can process how to create the graphic. It needs to have data about what each pixel will look like including its location and colour. Therefore we need to use our graphing understanding to give information to the computer to build the image. For example:

|  | A | B | C |  | D | E | F | G | H | I | J | K | L | M | N |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| 1 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | Mushroom |
| 2 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | Bitmap |
| 3 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | Instructions |
| 4 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | Black pixels: |
| 5 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | B6, M4, M5, M6, E6-66, C7, D7, |
| 6 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | F7, H7, K7, L7, D8, K8, D9, K9, |
| 7 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| 8 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | Gray pixels: , F3, I3, J3, C4-K4, D5, E5, F5, |
| 9 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | 5, D6, K6 |
| 10 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |

Now try to make your own bitmap mushro n. Label the squares with letters on the to in the squares with coloured blocks to
eate $\mathbf{y}$ r mushroom. Use the example above to help you. Finally, make your own yct s and see if a friend can follow them to recreate your mushroom.

| create your mushroom. |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- | :--- |
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Instructions:

Use information from the "Create A Smartie Pie-Chart" page to answer these questions.

1. What does the chart tell you? $\qquad$
$\qquad$
2. Which colour is the most common? $\qquad$
3. Which the least? $\qquad$
4. How many Smarties are there in total? $\qquad$
5. What percentage of the Smarties are red? $\qquad$
6. Can you write this as a fraction?
7. Can you convert it into a decimal?
8. How likely are you to get green Smarties using
9. How does the data change when y
duct red smarties from the list? $\qquad$
10. 


$\qquad$
$\qquad$
11. What other ways could you display this data using Excel? $\qquad$
12. Which display would be the most useful to demonstrate the capabilities of Excel?


