



Digital Technologies:

For Years 5 - 6. Book 2



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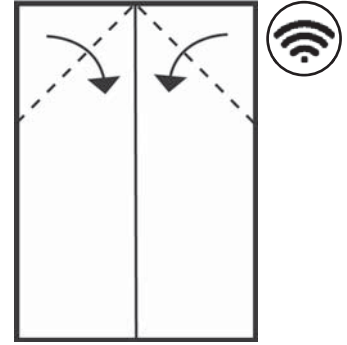
To access videos and websites providing background to this book go to:

<https://www.readyed.net/digital-technologies-for-years-5-6-book-2/>

Pages that are linked to online content will have this symbol on them:



Activity 3 Create Your Own Algorithm!



- ❑ Select an everyday task either from the list below or come up with your own. Write down the steps necessary to complete this task. Remember to apply what you have just discussed in the Vegemite activity and be as specific as you can!

Suggested everyday tasks: Make a paper plane, make a cup of Milo, locate and download an app or create and name a new folder on the desktop.

Sample



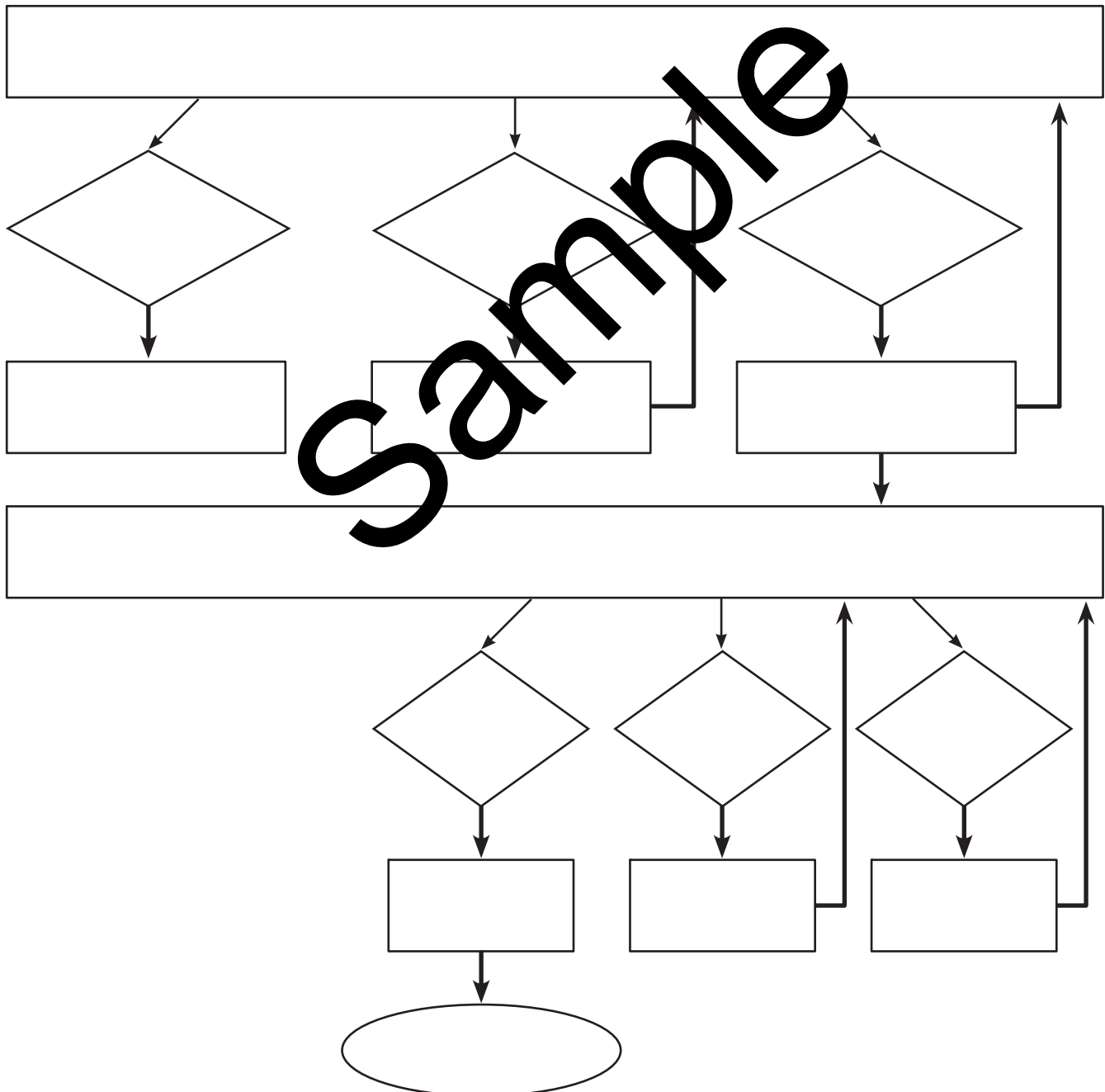
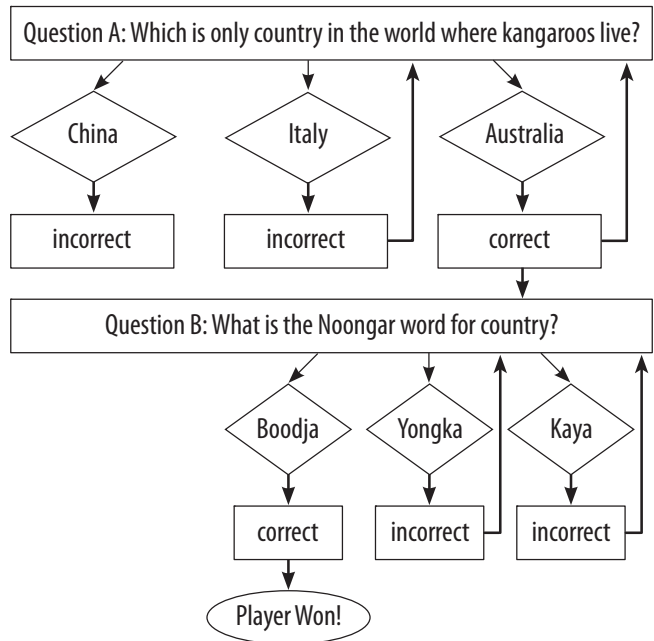
Connecting algorithms with programming ...

Think about the last exercise. Different sets of instructions (algorithms) were used from different students which led to the same result at the end (e.g. making a paper plane). This is also how codes in programming can be written in different ways to implement the algorithm.

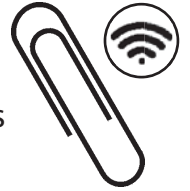
Activity 4 Quiz Show Interview

- Imagine you are a quiz show host and are interviewing a player. Write down two factual questions that you know the correct answer to. Give three possible answers where only one is correct. These would flash up on the screen for them to choose from. In case your player chooses the correct reply, continue, and ask them the second question. Otherwise, they need to try again.

Now 'translate' this question-answer-game with its different scenarios into a simple flowchart like shown in the example.



Activity 8 Paperclip Game



Your teacher will get you to play the Paperclip Game. Answer these questions after playing.

What rules can you think of and why do they exist? _____

How did it make you feel not knowing the rules and why? _____

Why do you think it is important to have rules? _____

How can they help us stay safe? _____

How can this game be applied to your online safety? _____

What rules can help you stay safe online? _____

Sample

Activity 12 What Is Safe And Unsafe To Share Online



Answer these questions to learn more about Cyber Safety.

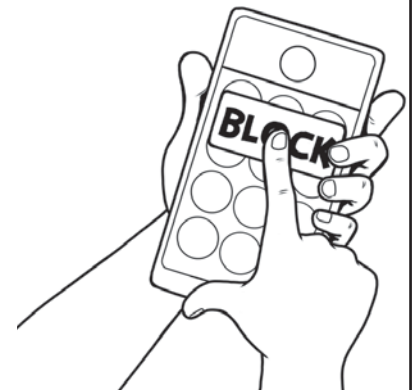
What types of information do you think is okay to share online?



Write down some example websites where you must register to participate.



What information do these websites want and why do you think they want it?



Activity 16 Cyber Self-Care



- Draw and explain 6 different strategies you can use when you experience unfriendly behaviour online.

- Make a cyber self-care mantra using 4 good self-care strategies which you think might work for you.

*All is well
when I*

Activity 19 Present And Reflect

Present your online collaborated project to the class. Then fill out this reflection page.

Mindful Reflection

High - What was a positive thing that happened? Focus on what you were successful in, and what you are most proud of.



Low - What challenged you? What do you think you need more help with? Focus on recognizing causes of difficulties, and what was most stressful to you.



Growth - What was a new idea you had? What did you learn? Focus on what you found you enjoyed. What are you looking forward to?

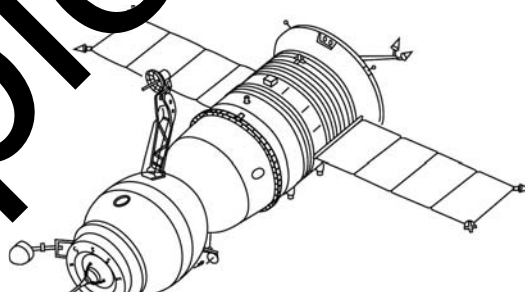


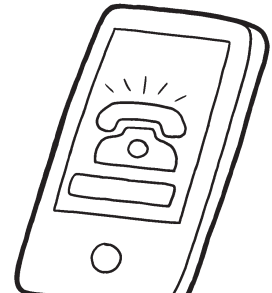
Activity 24 Advantages/Disadvantages Of Early Warning Systems And Technology

Think about the early warning systems and the technologies they use. Brainstorm some advantages and disadvantages for the following technologies.



List 3 advantages and disadvantages for each:

<i>Satellite Communication Technology</i>	
Advantages	Disadvantages
	

<i>Mobile Phone Technology</i>	
Advantages	Disadvantages
	



Examine the ways social media platforms can help inform of natural disaster warnings and procedures. For example, they can be used as an information system to inform people fast and effectively during severe weather events (e.g. WA Police use Facebook).

- List 3 different social media platforms and give examples how they could help in the case of a natural disaster.

