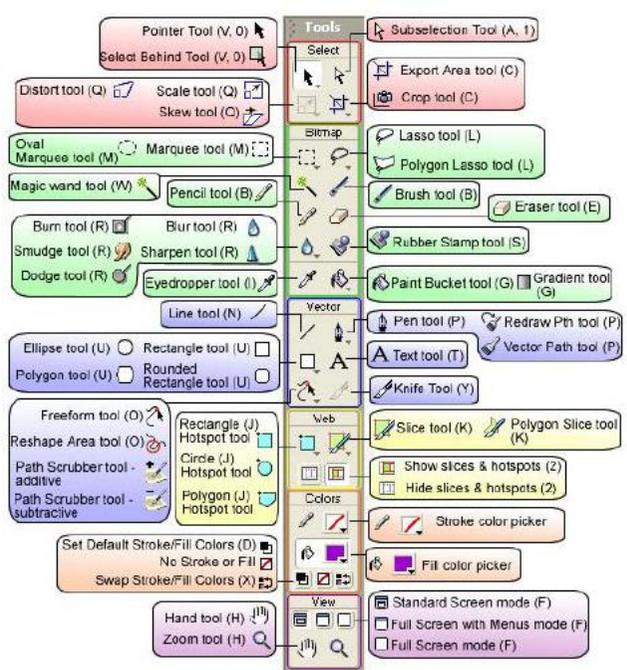


Section A: Key vocabulary	
Vocab	Definition
Interactive Media	Is any media that allows a user to interact with it. For example website, social media, games, virtual reality, and apps.
Mood board	A planned arrangement of images, materials, pieces of text, colours etc. that displays the style/concept of the project.
Colour Scheme	Selection of colours that are used together to show mood, theme or feeling.
Typography	Is the art of arranging letters and text in a way that makes it visually appealing to the reader.
Planning	The process of deciding in detail how to do something before you actually start to do it. For example planning out Designs and Layouts
Sketch	A simple and rough drawing used to develop an ideas before creating the final piece.
Hyperlinks	A link that allows the user to jump to another place within a website, a document, a clip, etc, once clicked on.

Section B: Tool/Software

Adobe Fireworks tools



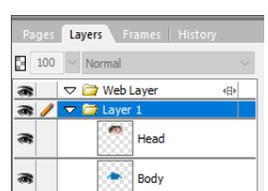
The screenshot shows the Adobe Fireworks tools palette, organized into several categories:

- Select:** Pointer Tool (V, 0), Select Behind Tool (V, 0), Subselection Tool (A, 1), Export Area tool (C), Crop tool (C).
- Bitmap:** Distort tool (Q), Scale tool (Q), Skew tool (C), Lasso tool (L), Polygon Lasso tool (L), Brush tool (B), Eraser tool (E).
- Vector:** Oval Marquee tool (M), Marquee tool (M), Magic wand tool (W), Pencil tool (B), Burn tool (R), Blur tool (R), Smudge tool (R), Sharpen tool (R), Dodge tool (R), Eyedropper tool (I), Line tool (N), Pen tool (P), Redraw Pth tool (P), Text tool (T), Vector Path tool (P), Knife Tool (Y).
- Web:** Freeform tool (O), Reshape Area tool (O), Path Scrubber tool - additive, Path Scrubber tool - subtractive, Rectangle tool (U), Rounded Rectangle tool (U), Slice tool (K), Polygon Slice tool (K), Show slices & hotspots (Z), Hide slices & hotspots (Z).
- Colors:** Set Default Stroke/Fill Colors (D), No Stroke or Fill, Swap Stroke/Fill Colors (X), Stroke color picker, Fill color picker.
- View:** Hand tool (H), Zoom tool (H), Standard Screen mode (F), Full Screen with Menus mode (F), Full Screen mode (F).

Some tools are grouped with other tools and can be accessed by clicking the down arrow next to a tool.

Properties

When an object is selected, options are displayed in the Properties Inspector at the bottom. These include fill, stroke, size, location, effects, justification, or transparency, among others.



The screenshot shows the Layers panel with a tree view:

- Pages: Layers | Frames | History
- 100 Normal
- Web Layer
 - Layer 1
 - Head
 - Body

On the right side of Adobe Fireworks are the Layers. A layer is any object or element in a composition, an image, text, or a shape. Layers stack on top of each other and make up all kinds of digital images and graphic designs.

Section C: Shortcuts and keys

Save current file	Ctrl + S
Copy	Ctrl + c
Paste	Ctrl + v
Cut	Ctrl + x
Undo	Ctrl + z
Redo	Ctrl + y
Select all	Ctrl + a
Deselect	Ctrl + d
Transform, Resize, Rotate	Ctrl + t
Group objects together	Ctrl + g
Zoom (In & Out)	Ctrl + Scroll on the mouse
Bring object forward	Ctrl + UP arrow
Send object back	Ctrl + DOWN arrow
Keeping proportion the same (even, straight, snapping rotation)	Holding Shift
Key	Name
	Windows key
	Control
	Tab
	Shift
	Alt

Y8 Computing - Autumn 2 – Programming (Python)



Section A: Key vocabulary	
Vocab	Definition
Algorithm	A list of instructions that will do something when started.
Syntax	The set of rules that defines the combinations of symbols and structure for a programming language.
Output	Any information that is processed, sent out, displayed from a computer or other electronic device is considered output.
Input	Any information that is entered into a computer or other electronic device by a user. This can be stored for later use or as a one off piece of data.
Variable	A location that is given an identifier that stores data. The data can be changed.
Data type	Limits what can be stored in a variable. These include: string, Integer, Float, Boolean
Integer	Whole numbers e.g. 7, 10, 210
String	String of text e.g. "Hello", "P@ssword1", "Dan"
Selection	A structure in programming that enables you to do different things depending on if a condition is met or not. If, elif, else.
Casting/Conversion	In programming, conversion or casting refers to changing an entity of one datatype into another.

Section C: Programming Commands	
Output procedure	print()
Output a string	Print("hello")
Output stored data	Print (age)
Input procedure	input("instruction")
Data needs storing in a variable	Inputs default to strings
Variable declaration and assignment	age = 40 age = input("Enter age: ")
Data Types and casting (changing data from one type to another)	String = "hello" str() Integer = 78 int() Float = 76.5 float() Boolean = True or False
Selection	if age < 13: print("No account") else: print("Yes account")
Math Operators	12 + 4 addition 12 - 4 subtraction 12 * 4 multiplication 12 / 4 division
Remember BIDMAS	
Useful website for more examples: www.w3schools.com/python/	
Free download to Python for desktop/laptops: https://www.python.org/downloads/	

Section C: Syntax guide
<p>DATA TYPES - what data is stored as "hello" #string 35 #integer</p>
<p>VARIABLES - label that data is given so it can be used elsewhere age = 35</p>
<p>OUTPUT - displays on the screen print("hello")</p>
<p>INPUTS - allows the user to enter data. IMPORTANT defaulted to strings age = input("please enter age: ") data is stored as age</p>
<p>CASTING - sometimes data needs changing TYPE #To do calculations you need integers days = int(age) * 365 #PROCESS</p>
<p>SELECTION - checking if a CONDITION is True, if it is do something if days > 2000: print("Thats older than an average mouse")</p>
<p>SELECTION - if a CONDITION is False, it can do something different if days > 2000: print("Thats older than an average mouse") else: print("You are younger than an average mouse")</p>