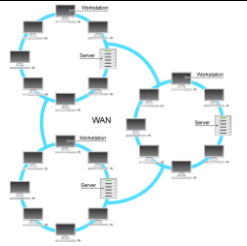
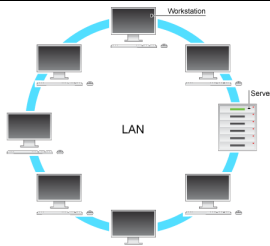
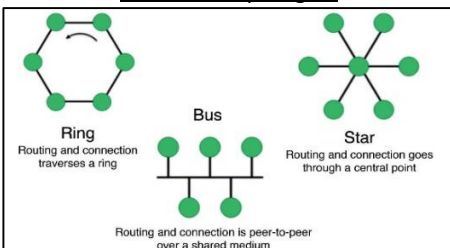


Year 8 Knowledge Organiser

Networks		Binary		E-Safety							
Network	A group of connected devices which communicate.	Binary	Machine code, which counts with 2 values: 0, 1.	Worms	Program that replicates itself.						
Wired	A network connected using cables e.g. Ethernet.	Denary	Means “decimal”, which counts using 10 values, 0-9	Trojans	An illegal program disguised.						
Wireless	A network connected wirelessly.	Hex	“Hexadecimal”, counts using 16 values, 0-9,A-F	Spyware	Gathers info on a person.						
<u>Wide Area Network (WAN)</u>  Covers multiple sites. Used in organisations e.g. supermarkets, shops, doctors. .		<u>Local Area Network (LAN)</u>  Covers a single site. Used in homes, hospitals, schools. Company own and manage their own LAN.		Phishing	Fake emails designed to steal users details						
		ASCII	Standard, which assigns 128 characters with a binary code. (1 byte of data).	Firewall	Blocks unauthorised programs.						
		Unicode	Standard which assigns 4 billion characters with a binary code (4 bytes of data).	Antivirus	Prevents harmful programs being installed						
		<u>Conversion Tool</u> Bin- Den: Place binary value into table. Add denary numbers with a 1 below. Den-Bin: Create den number using the numbers in the table (can only add them). Numbers used = 1, not used = 0		<u>Binary Addition - Rules</u> 0 + 0 = 0 0 + 1 = 1 1 + 0 = 1 1 + 1 = 0 carry 1 1 + 1 + 1 = 1 carry 1 Addition Example: 01110 10001 11110							
		128	64	32	16	8	4	2	1	Backups	Copies of your programs.
										Encryption	Decoding data to make it unreadable.
										Trolling	Goading a user online to gain a response.
										Flaming	Sending offensive messages to other users online.
<u>Network Topologies</u>  <u>Ring</u> Cheap Equal status Fast <u>Bus</u> Backbone link common Relatively cheap <u>Star</u> Connects to hub Fast Expensive		<u>Hardware</u> Hardware Physical Components. Computer System Hardware and software. CPU Device which processes data. Memory Holds programs in use. Storage Stores data. Software Programs.		<u>Programming</u> Sequence Ordered instructions. String Data type containing characters. Selection Choose between two options of code. Integer Data type containing whole numbers. Iteration Repeats lines of code. Float / Decimal / Real Data type containing decimal numbers. Inputs Data received from the user. Boolean Data type containing True/False values. Outputs Data displayed to the user. Subroutines Self-contained section of code. Variables Locations in memory which store values. Concatenation Joining to strings (or values) together.							

Year 8 Knowledge Organiser