DIGITAL SCHOOLHOUSE
together with
NINTENDO SWITCH

Street Smart: Step, Safe, Repeat

Unplugged

ukie edu
PlayStation
Electronic Arts
SEGA
UBISOFT
Outright Games

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The challenge.

In this workshop you will learn about:

- ✓ What we mean by safety
- ✓ What we mean by physical safety
- ✓ What an algorithm is
- ✓ Landmarks to look out for while walking
- ✓ Safe places
- ✓ What we mean by abstraction
- ✓ Safety rules for different places

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One Minute Mentor

Find out about a career that uses skills taught in this workshop

DIGITAL SCHOOLHOUSE

#DSHcareers

Group task.

Choose a place that you like to visit that is close to your school, and tell your partner how to get there.

You might need to cross the road or stop somewhere to check if you are going the right way, don't forget to include these in your directions.

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What is safety?

Safety is the condition of being safe from danger.

Safety can also mean looking out for things that might be dangerous and planning how to make them safer.

Safety can be physical and non-physical

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Non-physical safety.

What is non-physical safety?

Your feelings (emotions) and mind can also be hurt, non-physical safety is about planning ways to stop that from happening.

Can you name two types of non-physical safety?
Online safety and emotional safety

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Online safety.

To be safe online, don’t share the following information:

Your full name

Home address

School address

Phone number and email address

Photos and videos of you and friends

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Emotional safety.

We can be safe emotionally by:

Not doing things we know are wrong

Spending time with friends and loved ones

Avoiding people who are critical or negative

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Emotional safety.

Spending time with people who are positive

Listening calmly to people who are explaining how we can do things better

Being thankful for what people do for you

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Physical safety.

What is physical safety?

Physical safety means that you are in a place where you are not in any danger and will not be hurt by things around you.

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Areas where physical safety matters:

Homes and playground

Road

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Stranger danger.

What is a stranger?

Someone that you do not know.

Are all strangers bad?

No, some are good, but we can't tell which ones are which.

Are all strangers scary looking?

No, some of them can be good looking and friendly.

Can I talk to strangers?

Only if your parents are there.

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Stranger danger.

They might be a stranger if they are:

unknown to you

acting suspiciously

trying to hide something from people around them

talking in a secretive way

asking strange questions

offering you a gift for no reason

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Stranger danger.

If you find yourself alone, follow the following rules:

1. Stay away from strangers.
2. Stay away from anyone who is following you on foot or in a car. Don't get close to them or feel as though you must answer any questions they ask you.
3. Run and scream if someone tries to force you to go somewhere with them or tries to push you into a car.
4. Memorize a secret code word or a question that only your close family members know or can answer. If the person does not know it, don’t follow the person.

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Your task.

Take the secret code card and write a code/ word that only your family members know.

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Stranger danger.

If anybody asks you for help or directions, tell the person to wait while you inform your parents or a well known adult before responding to them.

Ask for help when you are lost. If you get lost in a public place, immediately ask someone who works there or a police officer for help.

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Stranger danger.

Always ask for permission before going anywhere with anybody. Ask a parent or the grown-up in charge before leaving and before going into someone's home. Do not accept any unplanned offers for a ride even if you know them.

Always tell your parent where you are going, how you will get there, who is going with you, and when you will be back. Be home at the agreed-upon time or find a way to contact home directly.

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Stranger danger.

What can attract a stranger to you?

- Talking about family abroad
- Having expensive toys and computing devices where they can be easily seen

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Stranger danger.

Remember, people might not be what they seem and could want to hurt us.

If you are worried about what someone does or says to you, always tell your Mum or Dad or a trusted adult.

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Can you identify the stranger?

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Stranger danger.

Remember, people might not be what they seem and could want to hurt us.

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How to be safe at home.

1. Always keep the front and back door closed
2. Ensure you know your parents phone contact and emergency number in case of an emergency
3. Don’t allow anybody into your house without your parents permission
4. Don’t touch or play with things you shouldn’t

Name 5 things that we have at home that we should not play with.

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How to be safe at the playground.

!. Always play safe by being careful and polite

2. Never run around or push and pull others while near playground equipment. Keep your hands and feet to yourself. Physical contact and verbal abuse (mean words) are not permitted.

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How to be safe at the playground.

3. Don’t go too close to the front or rear of moving equipment; instead, walk around it.

4. Wear proper clothing. Make sure your shoes are tied and never wear clothes that have drawstrings. Necklaces, scarves, drawstrings and very loose clothes could get tangled.

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How to be safe at the playground.

5. Don’t play on equipment that is wet because the surface will be slippery.

6. Take turns and get in a line when more than one person wants to use a piece of equipment. By sharing, everyone will get a turn. No holding places or butting in line.

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How to be safe at the playground.

7. Sit properly on equipment and do not overcrowd. If a piece of equipment has a handrail, make sure you hold it at all times.

8. Ask an adult for help if there is a problem or someone is hurt.

9. Never go to a playground by yourself.

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Your task.

List five fun activities that you can do at the playground.

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Giving directions.

Let’s go back to the task where you gave your partner instructions to get to your favourite place.

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Giving directions.

We have to use roads to get to our school and favourite places.

When you gave your partner directions to your favourite place, what did you include in your directions?

Landmarks

Safe places

Traffic signs

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Algorithm.

An algorithm is a set of instructions to be followed in sequence to achieve a certain goal or get something done.

When you told your partner directions to get to your favourite place you were giving instructions. Therefore, giving directions is a type of algorithm.

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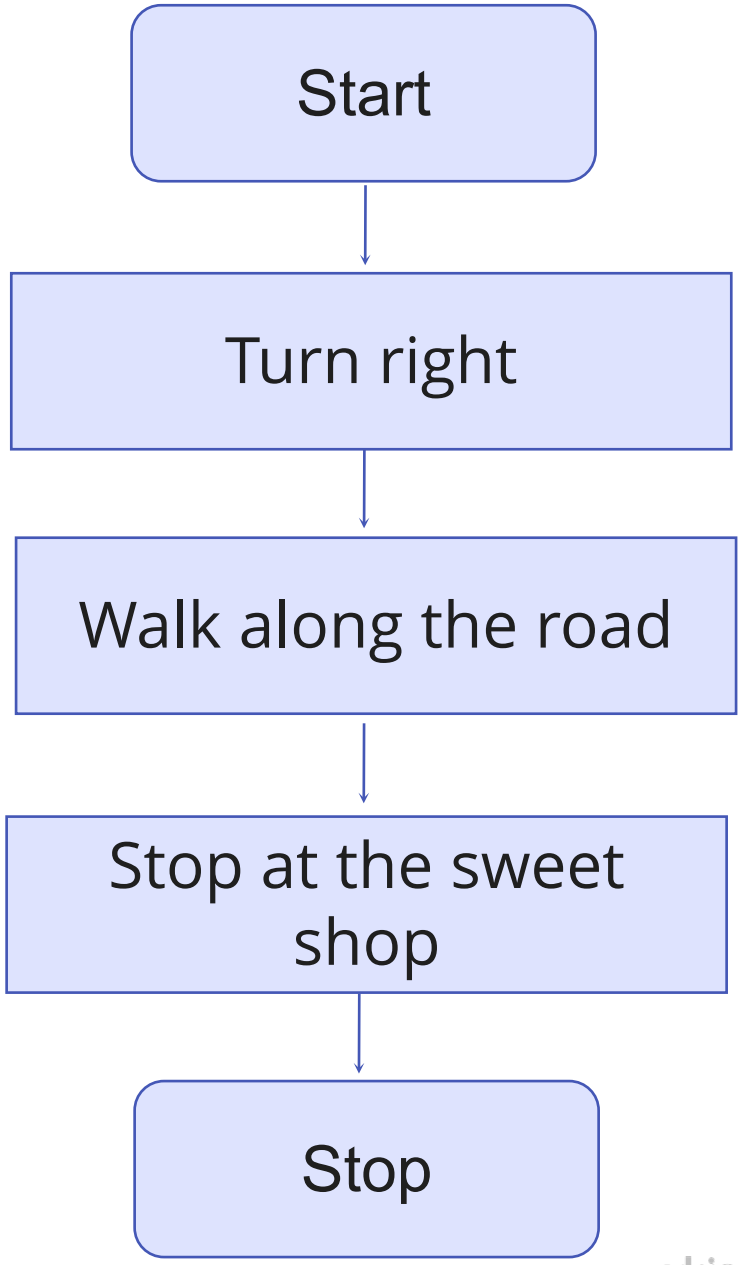

Flowchart

Flowcharts are another way of representing an algorithm.

Put each line of your direction's algorithm into a flowchart.

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Algorithm.

Is there only one route to get to your favourite place (the destination)?

Is one route is quicker than the other?

How can we show this in our algorithm?

This can be shown using a conditional statement.

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Conditional statements.

A conditional statement is a special instruction that controls other instructions so they will only be performed if a certain condition is met.

It is sometimes referred to as an If-Then statement, because IF a condition is met, THEN an action is performed.

For example: (i) IF there is no dog, THEN I will come to your house. (ii) IF you want to get there fast, THEN take the street on the left.

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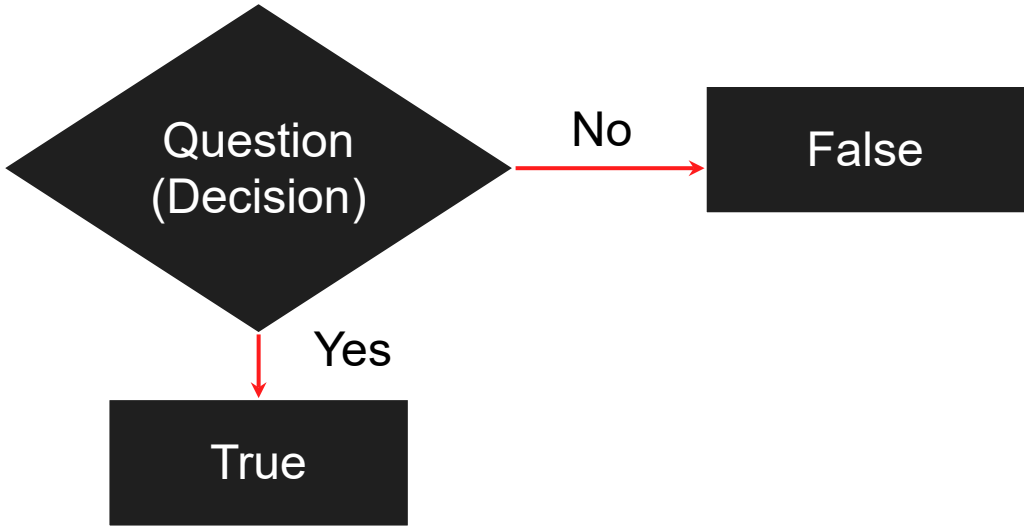
Flowcharts.

In flowcharts, conditional statements are shown using the following symbols. We call this selection.

A question is asked, and depending on the answer, the program takes one of two courses of action.



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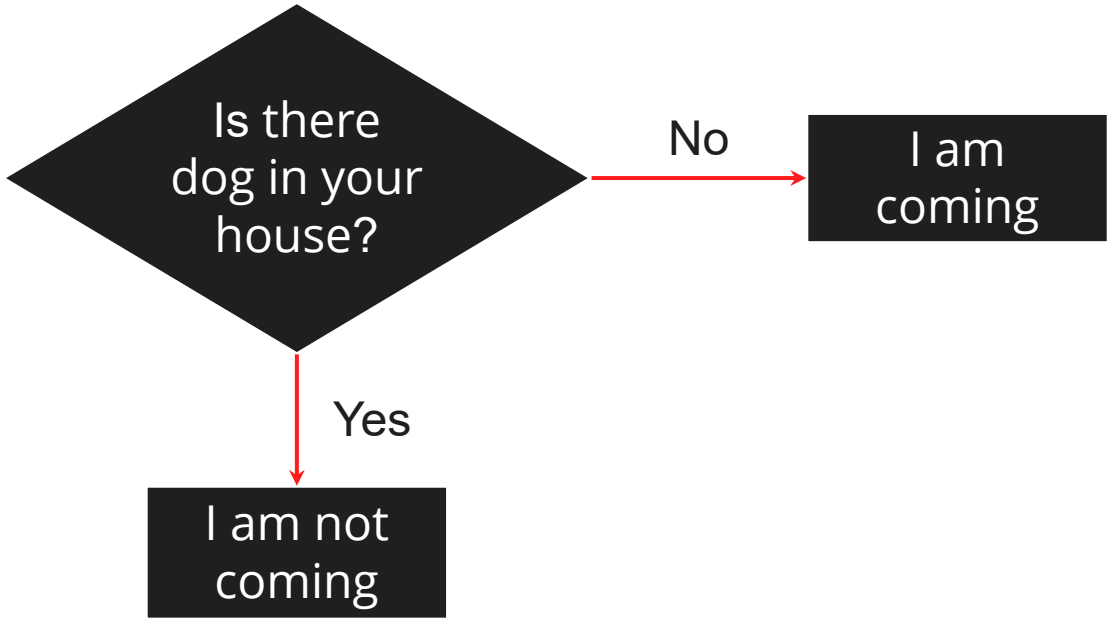
Selection.

For example: (i) IF there is no dog, THEN I will come to your house.



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Your task.

Go back to your directions flowchart.

Use selection to add a conditional statement to set the condition that controls when different routes will be taken to your favourite place.

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Landmarks.

These are an object or feature in a landscape or town that is easily seen and recognised from a distance. They are particularly good at helping people to work out where they are.

List 5 landmarks that you can see between your school and your favourite place.

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Your task.

Think about how you would re-write your directions algorithm so it includes the landmarks that people will see along the way.

Create a new version of your flowchart that includes landmarks.

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Safe places.

Safe places are places where you can stop to wait for the school bus, wait for your parents, safely the cross road, or stop to relax when you are tired before continuing.

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Let’s play!

True or false

Identify the places that are safe by writing down the word true.

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Sidewalk / pavement?

True / false

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Back of a truck or vehicle?

True / false

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A large crowd?

True / false

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Beginning of a zebra crossing?

True / false

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Beginning of a zebra crossing?

True / false

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Near a traffic warden?

True / false

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Seats along the route?

True / false

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Bus stops?

True / false

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The answers.

True

Sidewalk / pavement

Zebra crossing

Near a traffic warden

Seats along the route

Bus stop

False

Back of a truck or vehicle

Large crowd

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Your task.

Go back to your directions algorithm and think about the safe places that you pass on the routes.

Now, add them to a new version of your flowchart.

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Traffic signs.

What is a pedestrian?

A pedestrian is a person that is walking rather than travelling in a vehicle.

There are some traffic signs that help to guide us while walking and trying to cross the road in order to avoid an accident.

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Traffic signs.

Can you identify the traffic sign and what it is used for?

Pedestrian light.

When the red man is on it means don’t cross.

When the green man is on it means it’s safe to cross.

Let's play the red light and green light game.

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Traffic signs.

Can you identify the traffic sign and what it is used for?

Pedestrian Crossing.

A specified part of a road where pedestrians have right of way to cross.

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Traffic signs.

Can you identify the traffic sign and what it is used for?

Pedestrian Prohibition Sign.

Pedestrian are not allowed to cross.

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Your task.

Think about your directions algorithm, what traffic signs would you find along the route to your favourite place?

Could you use a conditional statement with any of the traffic signs?

Now add them to a new version of your flowchart.

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Visualisation.

So far you have used a flowchart and verbally represented your directions algorithm to explain how to get to your favourite place.

Could you present the directions another way?

Could you make them visual?

How could you make them visual?

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Maps.

A map is a drawing of all or part of Earth's surface. It’s basic purpose is to show where things are. An example of a map is Google Maps.

A map can be viewed using VR (Virtual Reality), which can give us a simulated view of the place being viewed.

Google Streetview can also give a real life image of the street viewed on a map.

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Maps: Abstraction

When drawing a map, we don’t need to show everything that can be seen in a particular place. We call this **abstraction**.

Abstraction is the process of taking away or removing details from something in order to reduce it to a set of essential features. Abstraction is also used in programming. Programmers hide all but the relevant data about an object in order to reduce complexity and increase efficiency.

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Abstraction in a map.

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Your task.

Use abstraction to draw a map of your directions algorithm. Don’t forget to include your landmarks, safe places and traffic signs.

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Basic elements of a map.

Title - A map needs identification, a name that will show what area it represents

Scale - This gives the ratio of the distance on the map to the corresponding distance on the ground

Legend - This defines the features of a map by displaying a symbol followed by a text description of what the symbol represents

Compass - This is a figure on a map that display the orientation of the cardinal directions; North, South, East and West

Longitude and Latitude - This is the system of lines that describe the location of any place on Earth. Latitude lines runs from east to west while longitude lines runs from north to south

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Quiz time.

What is the title of the Map?

The Nile River Basin

What is the scale used on the map?

1:100

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Quiz time.

Using the map, identify and name:

3 national capitals

3 cities

3 major roads

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Quiz time.

If the Longitude and Latitude of Libya on the map is 26.3 N 17.2 E

What will be the Longitude and Latitude of the following:

Egypt

Sudan

Ethiopia

Kenya

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Answer.

Egypt : 26.8 N 30.8 E
Sudan : 12.9 N 30.2 E
Ethiopia: 9.1 N 40.5 E
Kenya : 0.02 S 37.9 E

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Your task.

Add the basic elements of a map to the map you have created to direct your partner to your favourite place.

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Testing your map.

Exchange your map with a partner.
Can they trace where you want the map to lead them to?
Can they identify all the necessary landmarks, safe place and other points are on the map?
Can they find all the basic elements on your map?

If the answer to any of these questions is no, re-design your map so it includes all the features needed.

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The challenge.

In this workshop you have learnt about:

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- ✓ What we mean by abstraction
- ✓ Safety rules for different places

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Street Smart: Step, Safe, Repeat

Plugged

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Building a digital world.

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Building a digital world.

Next, we will make a digital world by taking each landmark and safe place on our paper based map and design and create the structure on a computer.

To create our digital worlds quicker we will work together in small groups.

Are you up for the challenge?

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You will need:

- ❑ Your paper based map
- ❑ Your partner from the previous session
- ❑ Software designed to build digital worlds

Name some software that you could use to build a digital world.

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Minecraft.

Minecraft is a video game in which players create and break apart various kinds of blocks in three-dimensional worlds.

The games two main modes are survival and creative.

In survival mode, players must find their own building supplies and food. They also interact with blocklike mobs, or moving creatures (creepers and zombies are some of the dangerous ones).

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Minecraft.

In creative mode, players are given supplies and do not have to eat to survive. They also can break all types of blocks straight away.

Minecraft can be played on PCs, Macs and Xbox 360. There’s also a version for iPhone, iPad, Kindle Fire and Android smartphones.

So... grab a device and let's start creating our world!

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Creative mode.

To start creating your world, open Minecraft and click on play.

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Creating your world.

Then click on CREATE NEW to get started.

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Creating your world.

Press H to view the control keys. Your tools are at the bottom of the screen.

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Control keys and their function: Movement control

Key	Action
W	Move forward
A	Sidestep left
S	Move backward
D	Sidestep right
Left or right shift	Stack
Left shift (Hold)	Sneak
Left control or W (Double-tap)	Sprint
Spacebar	Jump or swim

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Control keys and their function: Mouse control

Mouse command	Action
Move mouse	Look around
Left mouse button (click)	Attack or use the item in your main hand
Left mouse button (hold)	Break nearby blocks
Left mouse button (hold and drag)	Split a stack evenly
Left mouse button (double-click)	Sort loose items into a single stack
Right mouse button (click)	Place a block, interact with objects
Right mouse button (hold and drag)	Put one item from a stack in each inventory slot
Mouse scroll wheel (scroll)	Switch items in the inventory toolbar, scroll through the quick-bar and chat when opened
Mouse scroll wheel (click)	Switch to the block you're currently looking at, as long as it's in your inventory

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Control keys and their functions: Inventory control

Key	Action
E	Open inventory
1-9	Select a hotbar item
F	Swap the items between hands
Q	Drop the item in your hand
Control + Q	Drop a stack of items

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The inventory.

The inventory is where you have all the tools you will need to build your world.

Pick your tools by dropping them into the boxes at the bottom of the screen.

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My favorite place.

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Moving around in Minecraft.

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Building in Minecraft.

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You can do it...

Use your creativity to recreate the places on your map inside Minecraft.

Give it a try,
Make mistakes,
Correct yourself and
Come up with a wonderful design.

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Your task.

Swap computers with another group and give them a copy of the map you based your Minecraft world on.

Choose some places on your map and ask the other group to use your paper map to navigate to the places inside your Minecraft world.

Is your paper map a good abstraction of your Minecraft world?

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together with
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