

**Inspire Computing Year 3 Workbook Answers****Unit 1****Lesson 1**

1 B

2 C

3 D

4 Examples: how many times the keywords appear on the page, how many links are on the page, the title of the page, words on the page that are similar to the keywords, when the page was made

5 rank/ranking

**Lesson 2**

1 Ads might not be the best results as they have paid to be placed at the top.

2 Examples:

Should: tell a trusted adult, turn off the screen until a trusted adult can help, if a trusted adult cannot be found then close the app/web page, think carefully about your keywords as words can have two meanings

Should not: show other children or share the page address with others, walk around with the device, use search keywords that might obviously display upsetting results, worry – this happens to everyone at some point when browsing the WWW

3 Examples: Google™, Microsoft Bing™, Yahoo!™, DuckDuckGo™, Ecosia™, Kidzsearch™

4 False

**Lesson 3**

1 A

2 Paraphrasing means taking information and then saying it in your own words.

3 Examples: make sure you understand the text, talk through the topic with a partner, use bullet points, rewrite the text in your own words

4 Example:

- Internet is international network of devices
- Internet allows communication around world
- WWW is made of web pages
- Group of connected web pages = website

**Lesson 4**

**1 bold:** This makes words stand out by making them darker; **underline:** This makes words stand out by putting a line underneath the letters; **italic:** This makes words slant to the right;

**bullet points:** This is small shapes or icons before words; **numbered list:** This puts numbers before the words in a list.

2 left align, centre align, right align

3 False

4 Examples for a)-d) can be found on pages 17-18 of the Student Book.

## Lesson 5

1 a) Online: any source of information connected to the internet. Offline: any source of information with no connection to the internet.

b) Examples: Online: WWW, email, messaging and streaming services; Offline: books, magazines, leaflets, posters, factsheets or newspapers

2 Fiction text describes imaginary events, stories and people. Non-fiction text is writing about real things, facts and events.

3 **contents:** This is at the start of the book and tells the reader what is in the book; **glossary:** This gives definitions of the key words in the book; **index:** This lists all the important words in the book and says what page they are on.

4 Student's own answer

## Lessons 6 and 7

1 a) Chronological describes any events that happen in time order. Non-chronological is any information text that is not in time order.

b) Examples: Chronological: a story book, novel or comic; Non-chronological: dictionaries, encyclopaedias, topic books

2 Examples: headings, subheadings, facts, introduction, information grouped in sections, range of conjunctions, labelled picture and diagrams, range of punctuation, some keywords about the subject

3 True

4 a) D b) It is chronological, the others are all non-chronological.

5 The non-fiction books (on the left) are non-chronological.

## Lessons 8 and 9

1 Examples: images, graphs, diagrams, tables

2 C

3 **animation:** This controls how objects appear, move and disappear; **hyperlink:** This is used to jump to any point in a presentation or to a web page; **transition:** This controls how one slide moves to the next.

4 B

## Lesson 10

**1** Examples: things that work well and why, things that do not work so well and why, improvements that could be made

**2** Examples: think about the target audience, choose style and colours for the audience, make eye contact with the audience, do not stare at your slides, do not use too much text on your slides

**3** Student's own answer

**4** Examples: I enjoyed your presentation because..., I liked the bit where you...

## End-of-unit assessment

**1** B

**2** A

**3** C

**4** D

**5** D

## Unit 2

### Lesson 1

1 A podcast is an audio file. This means that it only has sound and no pictures. It is shared on the internet. Podcasts are usually recordings of people speaking, not singing or music.

2 Student's own answer

3 Examples: make sure you can be heard, avoid background noises, speak carefully, avoid long pauses, speak slowly

4 C

### Lesson 2

1 a) A short piece of audio at the beginning of a podcast.

b) Examples: music, sound effects, names of people in the podcast, the name of the podcast

2 B

3 square, triangle pointing right, circle

4 B

### Lesson 3

1 interviewee

2 a) Closed questions have a short, clear answer, usually one or two words. Open questions have a longer answer so the interviewee can talk more.

b) Examples: An open question: What can you tell me about the first smartphone you owned? A closed question: Do you prefer passwords or fingerprint scanners?

3 **follow-up question**: This is used to build on a previous answer; **starter question**: This sets the scene and helps the interviewee feel comfortable; **question plan**: This is the order of questions from start to finish; **spare questions**: This is useful if the interviewee only gives short answers.

4 a) closed b) closed c) open d) closed e) open

### Lesson 4

1 Student's own answer

2 Examples: ask a mixture of open and closed questions, have a question plan, have some extra questions just in case they are needed

3 **delete**: This removes a selected part of the track; **cut**: This removes a selected part so it can be pasted into another point in the track; **trim**: This shortens the track at either the start or the end; **split**: This turns one part of a track into two at a selected point.

4 True

### Lessons 5 and 6

- 1 the recording volume
- 2 Examples: move nearer to the microphone, speak louder
- 3 Student's own answer
- 4 Examples: name of book, author, characters, illustrator, story, where it is set, favourite parts, worst parts, a rating, similar books
- 5 D

## Lessons 7 and 8

- 1 D
- 2 C
- 3 Examples: plan everything, repeat words multiple times, provide facts about the country, say words clearly and carefully, use chants or songs to help the listener
- 4 Student's own answers

## Lesson 9

- 1 Good afternoon. Thank you for downloading our daily news podcast.
- 2 Examples: plan everything, keep your voice level, keep intonation level, reduce any expression, use formal language
- 3 Because a good news reporter should only describe what has happened, not what they think has happened or what they think about it.
- 4 Examples: a happy or funny story, a local story near where the audience is, a story about kindness
- 5 A

## Lesson 10

- 1 Examples: saying loud words, stretching your mouth, repeating vowels, stretching the sound of vowels, saying some tongue twisters

2

plan	slowly		
	test	audience	
		clarity	expression
intonation	edit		

- 3 Student's own answers

## End-of-unit assessment

1 C

2 A

3 C

4 Student's own answer

5 D

## Unit 3

### Lesson 1

1 Example: e-safety is making sure we are safe and protecting ourselves when using an internet-connected device.

2 Examples: name, age, date of birth, school, address

3 Examples: house number, phone number, street sign, car number plate, name badge, school sign, something with your age on it

4 True

5

Example	Online	Offline
Watching a downloaded TV show on a tablet		✓
Video calling your grandparents	✓	
Streaming a podcast	✓	
Using the calculator application on your smartphone to help with homework		✓

### Lesson 2

1 Examples: word processing application – writing letters or reports; desktop publishing application – creating posters or flyers; presentation application – creating slides on a topic; audio editing application – creating a podcast; video editing application – creating an animation or news report

2 a) word processing application, desktop publishing application, presentation application b) Student's own answer

3 Student's own answer

4 Examples: decide on an audience, use headings, subheadings and text, use text formatting to make it look interesting

### Lesson 3

1 False

2 Examples: don't talk about personal things, don't answer personal questions, don't talk about home or school, don't arrange to meet up in person

3 True

4 **alter ego**: An alternate personality someone uses that is different from their real one; **online identity**: How people represent themselves on the internet; **username**: The name you use to log onto any online system or account.

5 Student's own answer

## Lesson 4

1 Student's own answer

**2 panel:** A box containing a drawing of part of the story; **thought bubble:** Shows the thoughts of the character; **action word:** Describes moving or sound effects that cannot be easily drawn; **caption:** A description of the scene or background information about the story; **speech bubble:** Shows the words said by a character.

3 Examples: superhero stories, comedy stories, science fiction, stories based around school life

4 Student's own answer

## Lesson 5

1 a) Examples: some people find it easier than communicating in real life, it is a quick way to chat to people around the world, emojis can help to show feelings

b) Examples: it is easy to be unkind when people can't see you, you might send a message and regret it, words in messages can be taken the wrong way, you don't always know that the person you're talking to is who they say they are

2 a) An emoji is a small graphic or icon that is used to represent an emotion, such as laughing, crying or being surprised.

b) Student's own answer

3 Examples: Staying safe: not sharing personal information, not talking to people you don't know; Being responsible: thinking before you post anything, talking to a responsible adult if you see something that makes you upset; Being respectful: being kind and not being rude, respecting people's feelings and opinions; not sending anything you would not like your family to see

4 C

## Lesson 6

1 Examples: the main characters, the story, the number of panels, which application to use, which device to use

2

Device	Good	Bad
Tablet	Examples: <ul style="list-style-type: none"> <li>• includes a digital camera</li> <li>• characters can be drawn on screen</li> </ul>	Examples: <ul style="list-style-type: none"> <li>• difficult text editing</li> <li>• limited apps</li> </ul>
Smartphone	Examples: <ul style="list-style-type: none"> <li>• includes a digital camera</li> </ul>	Examples: <ul style="list-style-type: none"> <li>• difficult text editing</li> <li>• limited apps</li> </ul>

	<ul style="list-style-type: none"> <li>characters can be drawn on screen</li> </ul>	<ul style="list-style-type: none"> <li>small screen</li> </ul>
Desktop computer	Examples: <ul style="list-style-type: none"> <li>lots of app choices</li> <li>large screen</li> </ul>	Examples: <ul style="list-style-type: none"> <li>may need separate digital camera</li> <li>not portable</li> </ul>

3 Student's own answer

4 Student's own answer

## Lessons 7 and 8

1 a) contact b) content c) conduct

2

Device	Contact	Content	Conduct
A stranger on your games console chat asks if you can speak to them on another message app.	✓		
A friend on a group messaging app starts asking others for rude names to describe their teachers.			✓
You are sent a link to a video with a much higher age rating than your own.		✓	

3 False

4 A

## Lessons 9 and 10

1 Examples: positive, negative, improvements, constructive

2 Constructive feedback can be either positive or negative comments, but it should also include useful ways to improve.

3 True

4 a) Annotation is writing notes on a piece of existing work.

b) Annotation is useful when improving your work because you can add improvements directly to the things you can see on the page.

5 Student's own answer

## End-of-unit assessment

1 B

2 C

**3 B**

**4** Examples: videos, text, images, sounds, animations

**5 C and E**

## Unit 4

### Lesson 1

1 B

**2 a)** A convention is a rule that is agreed between a group or team of people for a particular project or action, such as a shorthand to use.

**b)** Example:

```
fd 10  
  
lt  
  
fd 30  
  
rt
```

**3** Examples, from messaging: FYI – for your information, BFF – best friends forever, LOL – laugh out loud, BRB – be right back, IDK – I don't know

**4** True

### Lesson 2

**1** Examples:

Similarities:

- They are both coding applications.
- The programs are built using blocks linked together.
- They use the same game sprite.
- They have similar-coloured commands.

Differences:

- ScratchJr is only available as an app to download, whereas Scratch can be accessed on the internet or downloaded to your computer or tablet and used offline as well.
- Scratch programs can be saved and shared online.
- There are more commands available in Scratch.
- The blocks have words on them in Scratch.

**2** D

**3** True

**4 a)** sprite **b)** backdrop **c)** control block

### Lesson 3

**1** Example:

```
forward 2  
  
turn left  
  
forward 2
```

```
turn right
forward 1
turn left
forward 1
turn right
forward 1
turn right
forward 3
turn right
forward 1
turn left
forward 1
```

## 2 C

### 3 debugging

#### 4 An example for each gem:

Either:

```
forward 1
turn left
forward 1
turn right
forward 1
turn left
forward 1
turn right
forward 1
turn right
forward 3
turn left
forward 2
turn left
forward 3
turn right
```

Or:

```
forward 1
turn right
forward 1
turn left
forward 1
turn right
forward 1
turn left
forward 1
backward 1
turn left
forward 1
turn right
forward 3
turn left
forward 3
```



## Lesson 8

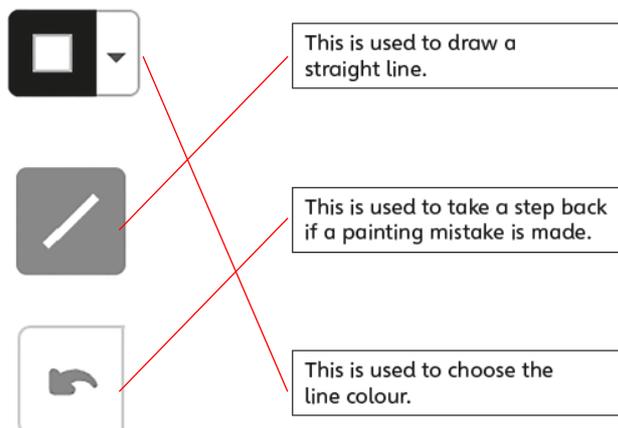
1 B

2 A pixel is one dot on a computer screen and the unit of measure for computer screens and graphics.

3 the stage

4 Student's own answer

5



## Lesson 9

1 Examples: add sound effects or music, add additional movement comments, add a game reset key

2 **a)** It will move 10 steps in the opposite direction to which it is facing. **b)** It will turn anti-clockwise (left) 90 degrees. **c)** It will turn clockwise (right) 90 degrees.

3 False

4 C

## Lesson 10

1 Playtesting means playing a game to see how well it works and how it could be improved.

2 D

3 Examples:

- things you like about the game and why you like them
- things that could be improved and why
- what could be improved and with suggestions
- how easy the game is to play
- what sounds have been used – do they help?
- is it clear when the game is finished?

4 **a)** The 'a' keyboard button is used twice so both commands are carried out.

**b)** Change the keyboard input for 'move -100' to 's', or a similar key, so it does not clash.

## End-of-unit assessment

1 B

2 D

3 A

4 B

5 A

## Unit 5

### Lesson 1

1 D

2 Examples: width, height, outline colour, fill colour, position

3 Example:

A: Starting at the second block up and second across from the bottom left, draw a black rectangle with no fill that is six blocks high and one block wide.

B: Starting at the sixth block up and fifth across from the bottom left, draw a black rectangle with no fill that is two blocks high and three blocks wide.

4 The four blocks at bottom right should be coloured in.

### Lessons 2 and 3

1 `right 90; forward 20`

2

`forward 75`

`right 90`

`forward 75`

`right 90`

`forward 75`

`right 90`

`forward 75`

3

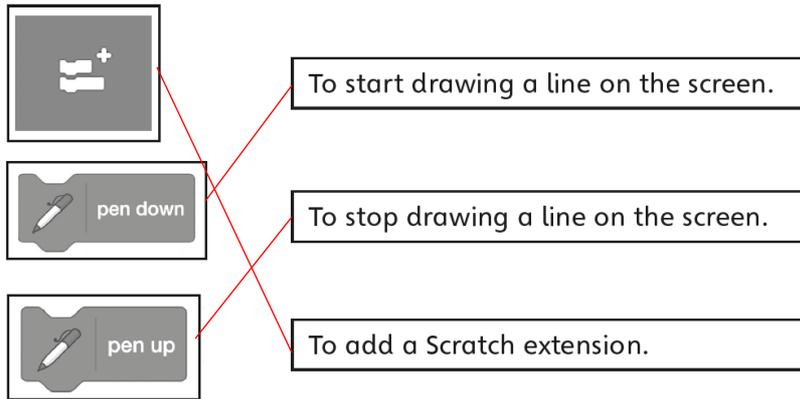
Shape	Number of sides	Turn angle (degrees)
Rectangle	4	90
Triangle	3	120

4 Examples: count how many forward commands and sides there are, look at the angle of turn, look at the length of the sides and whether they are the same

### Lesson 4

1 Extensions in Scratch add additional blocks or tools.

2



**3** 1 Go to the 'My blocks' section. 2 Click on the 'Make a block' button. 3 Give your block a suitable name. 4 Look for the 'Define (block name)' block on the screen. 5 Attach any blocks you wish to use. 6 Drag the name of your new block from the 'My blocks' section. 7 Your custom block can be added to any programs. 8 Carefully save your work.

**4** False

## Lesson 5

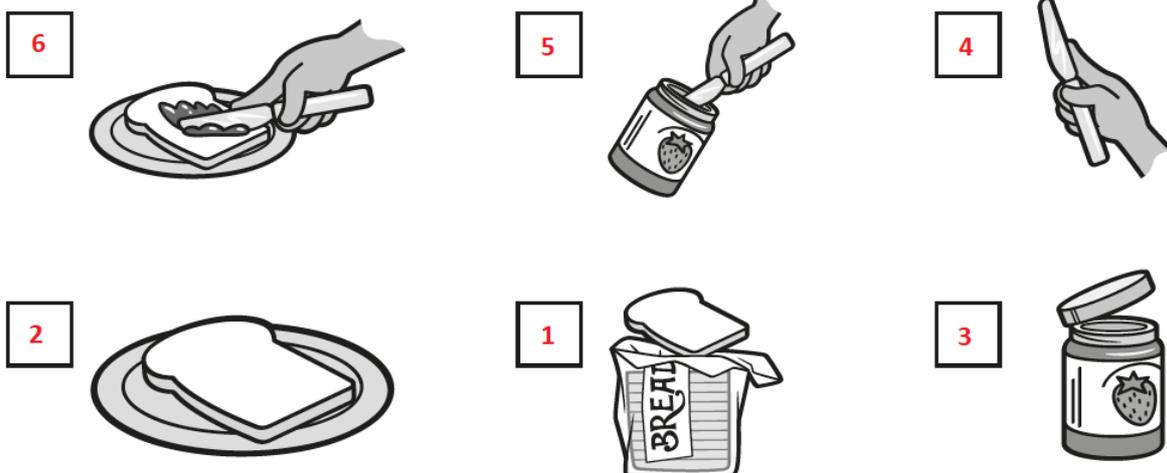
**1 a)** 1 when flag clicked 2 pen down 3 move 100 steps 4 turn right 90 degrees 5 move 50 steps 6 turn right 90 degrees 7 move 100 steps 8 turn right 90 degrees 9 move 50 steps 10 turn right 90 degrees 11 pen up

**b)** An extra 'turn right' block has been added so that the sprite is facing the same way at the end as at the start.

**2** Student's own answer

**3** Correct order: 1, 2, 3, 5, 4

**4** Example:



## Lesson 6

**1 B**

**2 Example:**

1. Draw a black-filled triangle, pointing up.
2. Next to it, draw another black-filled triangle so their bottom edges are in a straight line.
3. Draw a third black-filled triangle next to the second in the same way.
4. Below the three triangles, draw a white rectangle with a black outline that is the same width as the three triangles and the height of one triangle.

**3 B, D and E****4 False****Lesson 7****1 D**

**2 a)** moves the sprite back to the centre of the stage **b)** turns the sprite to face 90 degrees to the right **c)** removes all the pen lines on the screen

**3 B****4 C****Lessons 8 and 9****1 D**

**2** set pen colour to: Pen extension; repeat: Control; point in direction 90: Motion; pick random 1 to 10: Operators

**3** The repeat function allows any block to be repeated a certain number of times by placing the block you wish to repeat inside it and typing in a value.

**4** The best way to debug an algorithm is to think like a computer. To debug, read the algorithm or code carefully and think how a robot would do that command. Then check again, until you have checked all of the algorithm and spotted any bugs.

**Lesson 10****1 a) Square b) D****2 B****3 C****4 Student's own answer****End-of-unit assessment****1 B**

**2** Turn on the computer is in the incorrect place.

**3** Move forward 6 cm **should be** Move forward 3 cm

**4** Move FD 4

RT 90

Move FD 4

RT 90

Move FD 4

RT 90

Move FD 4

LT 90 could also be used instead of RT 90

**5 B**

## Unit 6

### Lesson 1

1 C

**2 file:** Any single document on a computer; **folder:** A place to store related files together; **subfolder:** A folder inside another folder; **directory:** A collection of folders.

3 A directory B folders C subfolders D files

4 True

### Lesson 2

1

Filename	Sensible	Not sensible
22446688		✓
My art homework	✓	
Document 1		✓
New file 10		✓
Forest research	✓	
Space story	✓	

2 A naming convention is an agreed way to name files.

3 1 Open the file explorer application on your device. 2 Make sure you have chosen the correct place for your folder. 3 Click 'new folder' or right-click and select 'new folder.' 4 Right-click and select 'rename'. 5 Give your folder a sensible folder name.

4 False

### Lessons 3 and 4

1 D

2 The 'save as' command asks for the name and location of where to save the file. The 'save' command simply saves and updates the file already saved.

3 A and B

4 a) network drive b) directory c) folder d) subfolder e) file

### Lesson 5

1 Examples: images, text, video, sound, apps, programs, operating systems, graphics, games

**2 standalone:** Offline storage on your device with no connection to the internet; **local network:** Files are stored online, in a large, internet-connected data centre; **cloud:** Files are stored online and accessed via the internet.

**3 Examples:**

**a)** Good: security, no need for internet; Bad: loss of data if damaged, hard to share files

**b)** Good: easy to share files, access from different computers, no need for internet; Bad: can't access if network broken

**c)** Good: files backed up, access from all over world, easy to share files; Bad: no internet means no access, files could be hacked or stolen

**4 Examples:** reporters or writers who work all over the world, people working from home, scientists working together, people who travel for their job

## Lesson 6

**1** A username is the name you use to log in to any computer system. A password is the secret code, phrase or collection of letters and numbers that only you know, which allows access to private information.

**2 Examples:** bank accounts, mortgage account, car payments, social media, gaming, passports, shopping

**3 Examples:**

- include lowercase letters and capital letters
- include some numbers
- include special characters, such as ! or ?
- make it longer than 8 characters – the longer the better
- do not have any easy-to-guess information, such as name or date of birth.

**4 Examples:** a cash machine or ATM, accessing a smartphone or tablet, home alarm system

**5 Examples:** **a)** fingerprint or facial recognition **b)** smartphone access, school payments, security doors

## Lessons 7 and 8

**1** A diagram is a visual way to present information or an idea.

**2 Examples:** text, images, photos, shapes, tables, graphics, labels

**3 Examples:** word processor, presentation application

**4 text box:** This is used to move blocks of text around the page easily, create labels and display text in a different way from the rest of the page; **arrow:** This is used to show that text is linked to a certain part of an image or graphic; **text wrapping:** This is used to place text around the edge of an image; **layering:** This is used to move text or images in front of or behind each other.

**5 True**

## Lessons 9 and 10

**1 C**

**2 a)** heading, bold and underline **b)** bold **c)** subheading and underline **d)** italics

**3** Examples: data storage, passwords, managing files and folders, security, creating diagrams

**4** Student's own answer

## End-of-unit assessment

**1** D

**2** A

**3 a)** School work **b)** Videos

**4** C and D

**5** Examples: Good: they can work on their files anywhere, they can share their files with each school; Bad: if the internet fails, they cannot access their class work.

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