

## Key Learning

To use a spreadsheet to investigate the probability of the results of throwing many dice.

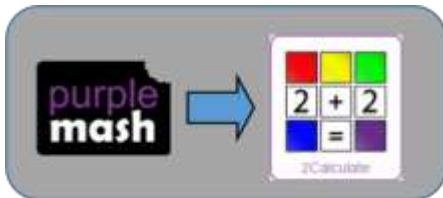
Using the formula wizard to add a formula to a cell to automatically make a calculation in that cell.

To create graphs showing the data collected.

To type in a formula for a cell to automatically make a calculation in that cell.

Using a spreadsheet to create computational models and answer questions.

## Key Resources



## Previous learning

- Converting measures
- Count tool
- Formulae
- Variables in formulae
- Event planning

## Aspirations

- Holiday planner
- Events planner
- Buyer

## Characteristics needed for this topic:

- Perseverance
- Risk taking
- Reasoning and problem solving

## Key Vocabulary

**Average** – Symbols used to represent comparing two values

**Advance mode** – A mode of 2Calculate in which the cells have references and can include formulae.

**Copy and Paste** – A way to copy information from the screen into the computer's memory and paste it elsewhere without re-typing.

**Columns** – Vertical reference points for the cells in a spreadsheet.

**Cells** – An individual section of a spreadsheet grid. It contains data or calculations.

**Charts** – Use this button to create a variety of graph types for the data in the spreadsheet.

**Count (how many) tool** – Counts the number of whatever value object is in the cell to its immediate left and puts the answer in the cell to its immediate right.

**Dice** – When clicked, this will simulate a dice roll by switching to one of the faces of a die.

**Equals tool** – tests whether the entered calculation in the cells to the left of the tool has the correct answer in the cell to the right of the tool.

**Formula** – Use the formula wizard or type into the formula bar to create a formula in a cell, this will calculate the value for the cells based upon the value of other cells in the spreadsheet.

**Formula Wizard** – The wizard guides you in creating a variety of formulae for a cell such as calculations, totals, averages, minimum and maximum for the selected cells.

**Move cell tool** – This tool makes a cell's contents moveable by drag-and-drop methods.

**Random tool** – Click to give a random value between 0 and 9 to the cell.

**Rows** - Vertical reference points for the cells in a spreadsheet.

**Spin Tool** – Adds or subtracts 1 from the value of the cell to its right.

**Spreadsheet** - A computer program that represents information in a grid of rows and columns. Any cell in the grid may contain either data or a formula that describes the value to be inserted based on the values in other cells.

**Timer** – When placed in the spreadsheet, click the timer to adds 1 to the value of the cell to its right every second until it is clicked again.

## Sticky knowledge

- Use the formula wizard advanced total tool or type a formula into the cell by using the '=' symbol, mathematical operators and cell references.
- Modelling in Computing means creating or using a simulation (a model) of a real-life situation, on a computer. It represents the data of a situation. For example; budgeting for a party; working out how big a field needs to be for a certain number of animals; working out the best price for an item or using the existing data to predict what time your shadow will be a certain length.
- Using data to plan a trip or a holiday and how to collect the cost of the trip, to include discounts, tickets, accommodation and passport.