

Mapping activity

<p>Unit 5D</p> <p>About the unit In this unit children learn to enter numbers, labels and simple formulae into a spreadsheet and to use the data to calculate totals. Children will be introduced to spreadsheet software and will explore how changes in price and quantity can affect total cost.</p>	<p>Capability Understand models may need to change</p> <p>Make predictions of changes and check results</p> <p>Create and use a spreadsheet to produce costings which are within budget</p> <p>Explore a variety of models</p> <p>Skills/Techniques Enter data, formulae, modify cells Use SUM</p>	<p>Unit 6B</p> <p>About the unit In this unit children learn to use a spreadsheet to explore a mathematical model. Children will be taught to use formulae in spreadsheets to answer 'What if ...?' questions. They will explore how changes in a spreadsheet affect results and identify simple rules.</p>	<p>Capability</p> <p>Skills/Techniques</p>	<p>Unit 7.4</p> <p>About the unit In this unit pupils will use spreadsheets to model simple situations. They will use basic spreadsheet functions to construct, explore and amend simple models, and consider how to manipulate graphs and tables in order to present their findings effectively. This unit uses the example of a school disco.</p>	<p>Capability Investigate and amend a simple model</p> <p>Check appropriateness and accuracy</p> <p>Explain rules</p> <p>Predict the effects of changing variables</p> <p>Test a model</p> <p>Skills/Techniques Format cells Enter formulae</p>	<p>Unit 8.4</p> <p>About the unit In this unit, pupils will use spreadsheet software to develop models. They will be introduced to techniques to enable them to create more complex models and to interrogate and analyse them. They will be shown how to generate random numbers to provide test data and to simulate events. They will then consider the purposes for which simulations and animations are used.</p>
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