

**CR192**

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**Assignment #1 digital technology object**

**Due: 24<sup>th</sup> August, 2018**

## Coding

Figure 1- Coding for spaceship.

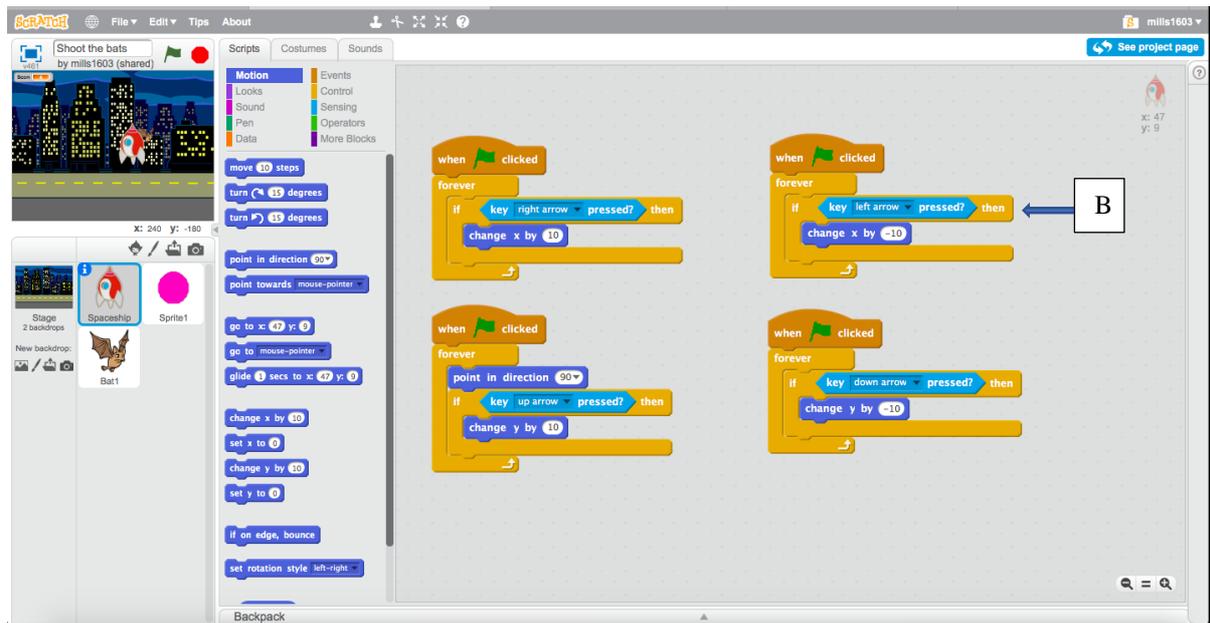


Figure 2- Coding for sprite 1 (bullet).

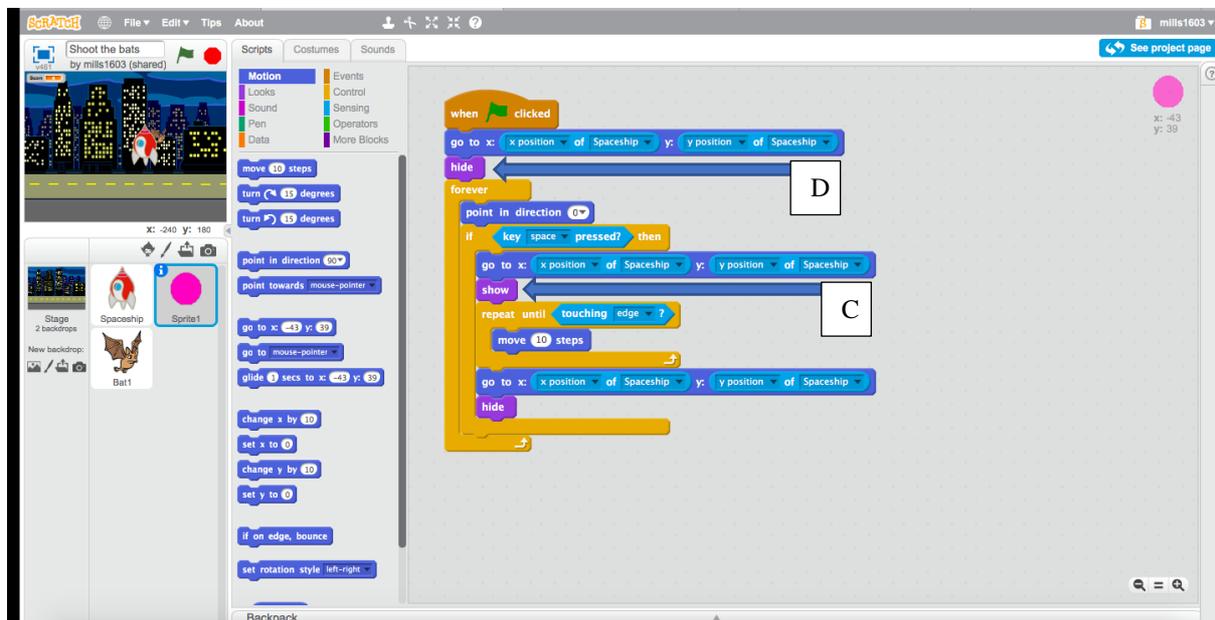
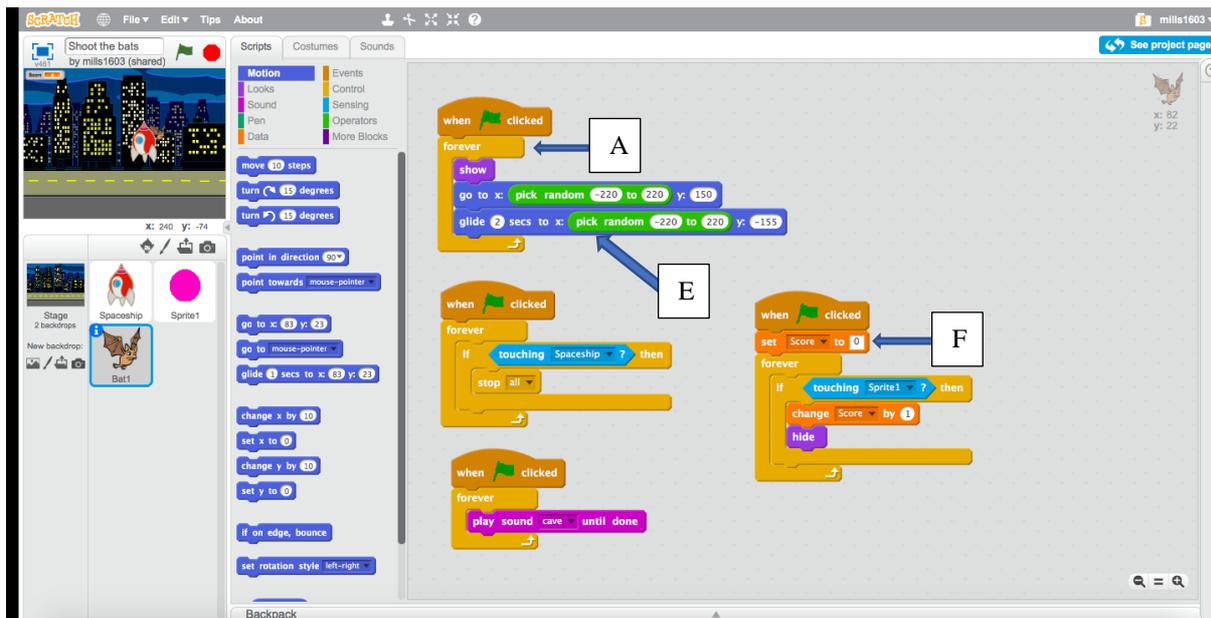


Figure 3- Coding for bat 1.



## Design components

### Loops

For the animation/game “Shoot the Bats” to be successful, simple coding was utilised. To make each animation move, the ‘forever’ loop (A) was used within every section of coding. By including a ‘when clicked’ event block, the animation is triggered when the user clicks. This block is used to start the animation, therefore creating the flow of the animation.

### Conditional statements

Since this is an interactive animation, conditional statements (B) were a necessity within the code. In figure 3, block E is a conditional statement that checks if the spaceship is touching the bat. If it is, the animation stops. This is important for the game to function correctly. Block F is another conditional statement that checks if the bat is touching the spaceship. If it is, the score is increased by 1 and the bat is hidden. This is important for the game to track the score and remove the bat when it is hit. The game ends when the user loses the game.

### Show and hide

In figure 2, the utilisation of the show (C) and hide (D) scripts are important as this is how the user shoots the bat. The show script is used to make the bat visible when the user clicks, and the hide script is used to make the bat invisible when it is hit. This is important for the game to function correctly.

space bar is pressed, the bat starts shooting bullets all the time, the user has to use precision to aim and shoot when the target is in reach.

### **Pick random**

The coding for the bat, see figure 3, incorporates the 'pick random' (E) script. This script was used so the bat's position is random and unpredictable, this adds a layer of complexity for the user.

### **Score**

Also added to the coding in figure 3 was a score (F), when the green flag is clicked the score is set to 0. A score variable was added into this section. When the score changes by 1 and hits 10, the user scores a point. If the bat reaches the spaceship then the score resets to 0.

### **Extra features**

Other design elements incorporated into the coding were the background and music. The background image of a dark night sky with stars and a moon, along with the sound effects of the bats nocturnal nature and the music added also fits this image as it provides a mysterious and scary atmosphere.

## **Safety and ethical use of ICT**

### **Introduction**

The way students are taught within a school is everchanging. Technology is continually evolving which can be difficult for some teachers, however, Dewey, 1914 states, "If we teach today as we taught yesterday, we rob our children of tomorrow" (p. 167). Although technology is a remarkable advancement, there are some dangers that young students may not know about. When a student encounters these dangers, it is important they know how to deal with them in a safe and ethical manor. There are four main issues that teachers would need to inform their students about; cyberbullying, personal safety, content, and screen time (Safe and Responsible Use, n.d.). This essay will discuss these issues in depth and also provide solutions for F-6 teachers and parents to prevent students from being harmed by technology and the internet.

### **Cyberbullying**

#### **Issue**

Cyberbullying is an extremely big issue in schools as technology and the internet have become mainstream in majority of households. Cyberbullying is when a child or group of



children target and harass another child by verbal abuse, hateful comments, death threats, etc. (Kam, n.d.). “Willard (2007) argued that cyber-bullying is less predictable than traditional bullying and can receive a harassment” (Baumer, 2013, p. 15). Studies conducted within a 12-month time period revealed more than one occasion; however, only 13 percent of students will report their incidents to a teacher, parent or guardian (Robinson, 2012).

### **Solutions**

Within the primary school setting, cyberbullying will most likely be executed by upper primary students, and help all aged students understand that it is imperative to make sure that cyberbullying does not occur. It is also important to show that social media and gaming websites (Kam, n.d.) are not displaying ‘zero bullying tolerance’ and that young students will think before they act, whether it is in the playground or online (Safe and Responsible Use, n.d.).

### **Personal Safety**

#### **Issue**

Personal safety is one of the main issues all students, primary and secondary, encounter with technology. However, primary students are more susceptible and are most likely unknowledgeable with technology (Hollis, Franberg, & Hallgreen, 2011). Giving out personal information to young children and is important for students to include; full name, home address, phone number, email addresses, and passwords and bank details (Protecting personal information, n.d.). Young children generally don’t understand the risk of giving their information out until it’s too late.

#### **Solutions**

Both teachers and parents can have an impact on how their students portray and protect themselves on the internet. One solution the privacy of students can be protected is by ensuring children understand that they should not give out personal information to strangers but their friends. Parents should have lessons where the information is not only coming from the teacher, but from a more knowledgeable other or

an expert, which can help the students engage more (Bayer-Berry, 2015). Parents can also take part in protecting their children from inappropriate websites they view. Kaspersky (2017) suggests that parents can help by explaining, “If your child is using a device, you should be in the room in reminding them that if Mom and Dad can see it, so can everyone else. Don't snoop but talk to your kids about public boundaries”.

## **Content**

### **Issue**

Content is an important risk that young students need to be educated on, so they can make the right decisions when in these situations. The issue on content touches on the subjects of inappropriate content at schools (Safe and Responsible Use, n.d.). Majority of schools have a safe search engine installed on their computers. This engine filters out inappropriate websites or ads that may appear on the screen, such as pornography, uncomfortable photographs or scams (Safe and Responsible Use, n.d.).

### **Solutions**

Since schools have a safe search engine installed a solution for this content issue would be to install a similar program into the students' computer or the family computer at home. This would help protect the students from seeing and would also help them learn how to identify and report inappropriate content. Parents could take a step further by, “Especially for younger children, parents, to such an extent as possible, should monitor their child's use of this environment, and a teacher would be responsible for ensuring that it is not their fault that these images/websites appear on their screen, ensuring the students practice this at home as well (Safe and Responsible Use, n.d.).”

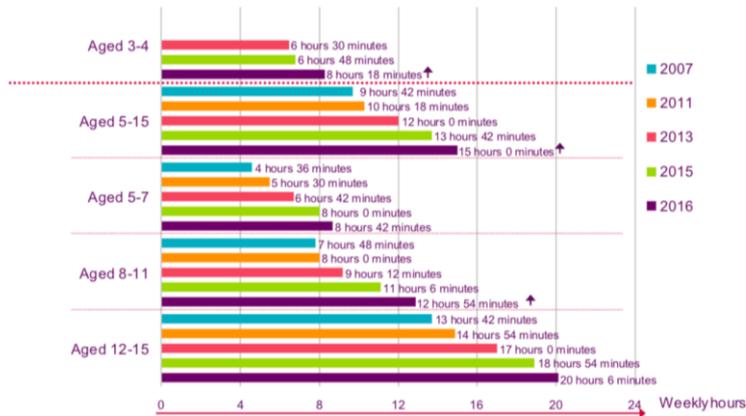
## **Screen Time**

### **Issue**

Screen time is a very significant aspect of the safety and ethical use of ICT for young students. Usage of ICT has increased significantly in the last few years. Therefore, teachers and parents need to be aware of the amount of time their students spend on the internet. According to UK Council For Child Internet Safety, 2017, the percentage of child usage of the internet hasn't changed significantly within the last five years. However, the amount of time spent on the internet has increased significantly. In 2012, 15% of children aged 5-16 used the internet daily, while in 2017, 25% of children aged 5-16 used the internet daily. This increase in usage is a concern for parents and teachers, as it can lead to a range of issues, including addiction, cyberbullying, and exposure to inappropriate content.

“survey of 1,000 parents and children aged 10 and under who use the internet, with 684 interviews with children aged 10-14-year-olds who go online doing so for some 8 hours per week (see figure 1)” (Livingstone, Davidson, Bryce, & Batool, 2017, p. 5).

Figure 1: Estimated weekly hours of internet consumption by age, at home (2007, 2011, 2013) or elsewhere (2015 and 2016)



On the Australian Government eSafety webpage, Balancing Online Time, n.d., the signs that students may be spending too much time online includes the following: “ongoing headaches, eye strain and sleep disturbance; online activities interfering with their health and wellbeing, school work; constantly talking about particular online programs; and decline in your academic performance at school”.

### Solutions

Solutions for managing students screen time can include integrating the program #GameOn into the school curriculum.

“#GameOn is a program of primary schools and teachers that includes cyberbullying, excessive gaming, sharing passwords, free downloads and online friends” (#GameOn, n.d.).

Parents are the biggest role model for their children so when it comes to screen time, the way parents use their technology at home is a key factor (Canadian Paediatric Society, 2017). Parents should set an example for their children or other young children by using technology in a family and make routine of ‘screen free’ times and/or days (Canadian Paediatric Society, 2017).

## **Conclusion**



Primary students definitely need to be educated about the safe and ethical use of ICT. The four main issues, cyberbullying, personal safety, content and screen time, have been thoroughly discussed within this essay to help guide teachers and parents through suggested solutions to these matters. Exploring these issues with students is crucial as technology is such a big part of educating these days and it is strongly advised that all students understand the risks involved with technology and the internet.

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