

Year: 6

Term: Autumn 1

Topic: Computing – Communication and Collaboration

St Dennis Primary Academy

“Everyone matters, everyone succeeds, every moment counts”



The **internet** is a **network** of networks.

The **World Wide Web** is the part of the internet where we can visit **websites** and **webpages**.

We can find information on the World Wide Web by using **search engines**.

A search engine is a program that **finds websites and webpages** based on key words entered by the user.

When the World Wide Web was invented by Tim Berners-Lee in 1989, there was only 1 website. By 2018, there were 1,630, 322, 579!

The World Wide Web is a big place, and we need search engines to be able to find what we need.

Some examples of search engines are Bing, Google, Yahoo, DuckDuckGo and Kiddle.

-You can also type searches into the address bar of the **browser** (e.g. Google Chrome or Microsoft Internet Explorer).

Search engines use programs known as **crawlers** to index the World Wide Web.

They ‘crawl’ websites for searchable information – they then store where it is found in a huge **index**.

Search engines select information from this index when we type in key words. Searching for some search terms can bring many millions of results.

We need to make sure that our search terms are as **refined** as possible, in order to allow the search engine to select the information that is most relevant.

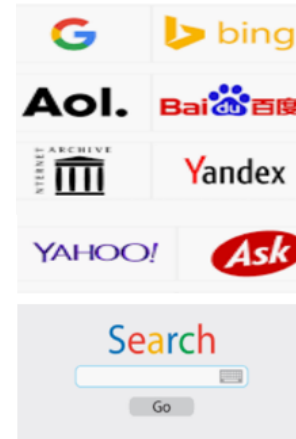
Search engines **rank** the web pages (the highest ranked page is at the top).

Search engines use **algorithms** to do this – algorithms look at a number of different factors and give web pages a score for each.

The **webpage** with the highest score ranks the highest.

Some factors include if the search term is in the title of the page (high points) or if it appears in the paragraphs of the text on the page (lower points).

Web designers consider algorithms when making when pages.



Online Communication

Communication is when we share information with one another. We can communicate in lots of different ways on the internet, e.g. messaging services, emails, social media, video calling, blogging/vlogging and gaming.

Public communication is visible to all, whilst **private** communication is restricted to only some people.

Some communications are **one-way** (e.g. Youtube) whilst others are **two-way** (e.g. Skype).

Some communications are to one person, whilst others are to many.

We should consider which type of communication is most appropriate to our needs, safety and privacy.

