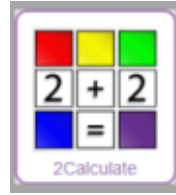


# Computing Knowledge Organiser: Year 2 - Unit 2.3 - Spreadsheets

## What do I already know?

What a spreadsheet program looks like.  
 How to enter data into a cell.  
 How to use some of the control tools in 2Calculate.

## Key Resources



## Key Images

2	7	6	→	15
9	5	1	→	15
4	3	8	→	15
Σ	Σ	Σ		
15	15	15		

	10p	+	1p	+	1p	=	£0.12
	20p	+	20p	+	5p	=	£0.45
	50p	+	20p	+	5p	=	£0.75

## Key Learning

- ✓ To use 2Calculate image, lock, move cell, speak and count tools to make a counting machine.
- ✓ To learn how to copy and paste in 2Calculate.
- ✓ To use the totalling tools.
- ✓ To use a spreadsheet for money calculations.
- ✓ To use the 2Calculate equals tool to check calculations.
- ✓ To use 2Calculate to collect data and produce a graph.

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

**Speak Tool** - This tool will speak the contents of a cell containing a number.

**Image Toolbox** - Use this to insert images.

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

**Spreadsheet** - A computer program that represents information in a grid of rows and columns.

## Key Vocabulary

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

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

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

**Count Tool** - In 2Calculate, this counts the number of cells with a value that matches the value of the cell to the left of the tool.

**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.

**Lock tool** - This tool prevents cell values being changed.