Year 7 Digital Citizenship Assessment 1 (Proposed Questions)

1. Identify what is NOT a use of Connect at NSHS

a. Submitting Work

b. Accessing Class Materials

c. Giving Permission for Events/Excursions

d. Checking Grades / Marks

1. What is the ending of all student emails at NSHS
2. @narrogin.education.wa.edu.au
3. @student.education.gov.au
4. @gmail.com
5. Student.education.wa.edu.au
6. What is NOT a component of standard email etiquette
7. Greeting and Sign off
8. Information in the body of the text
9. Subject Line
10. Gossip
11. What should NOT be included in an email signature
12. Age
13. Name
14. Company
15. Position/Title
16. What are the 2 symbols (Numbers) used in Binary Code
    1. 1 and 2
    2. 0 and 20
    3. 4 and 5
    4. 1 and 0
17. Which statement is most accurate as to why it is important to study typing skills.
    1. It can improve writing/communication skills and visual / motor skills
    2. To enhance bad posture
    3. It allows me to correct spelling mistakes
    4. It enhances fatigue
18. What are the 2 of the most common coding programs.
    1. Snakes and ladders
    2. Blockly and Python
    3. Burmese Python
    4. Scratchy and Itchy
19. Which statement best describes what coding is.
    1. A sequence of instructions that tells students how to act
    2. A series of numbers used to set an alarm
    3. the simulation of human intelligence processes by machines, especially computer systems
    4. A series of instructions which tells a machine/computer which actions to perform and how to complete tasks.
20. What is NOT a reason why it is important to be cyber safe.
    1. To protect your personal data (ie. Identity)
    2. To prevent business disruptions
    3. To prevent inconvenience
    4. To protect your financial data
21. What is one way to stay ‘cyber safe’
    1. Share your password only with people you trust
    2. Include numbers, capitals and special figures in your passwords
    3. Open any attachments on emails from people you don’t know
    4. Giving out your personal information in online chats
22. What are the three types of networks.
    1. Mobile, Cellular and Powerfuil
    2. WiFi, Bluetooth and Cellular Data
    3. Computer, Television and Movies
    4. Wired, Wireless and Mobile
23. Which best describes a wireless network
    1. A network that makes use of Radio Frequency (RF) connections between nodes to communicate
    2. A communication endpoint in a network
    3. A network that makes use of cellular connections from towers to communicate
    4. A network that uses cables to connect devices and communicate
24. What are 2 of the main hardware components of a network
    1. Linc and Amelia
    2. Links and Nodes
    3. Mines and Repeaters
    4. Routers and Mobiles
25. What is Binary Code used for?
    1. It is a series of instructions telling students how to act
    2. the simulation of human intelligence processes by machines, especially computer systems
    3. A series of instructions which tells a machine/computer which actions to perform and how to complete tasks.
    4. A series of numbers that allows computers to manipulate and store all types of information to and from computer (CPU) memory.
26. In Binary Code what is the meaning associated with 1 and 0
    1. 1 means true and 2 means false
    2. 1 means false and 0 means true
    3. 1 means true and 0 means false
    4. 1 means false and 10 means true

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