

Computing – Data Handling Mars Rover I

What I should already know: I can enter simple data into a spreadsheet. I understand what steps I need to take to create an algorithm. I know what data to use to answer certain questions. I know that computers can be used to monitor supplies. I know that a database is a collection of data stored in a logical, structured and orderly manner. I know that computer databases can be useful for sorting and filtering data. I know that different visual representations of data can be made on a computer.

Enquiry Questions

- How and why is data collected from space?
- Can we read and calculate numbers using binary code?
- Can we identify the computer architecture of the Mars Rovers?
- Can we use simple operations to calculate bit patterns?
- Can we represent binary as text?

Key Vocabulary

Binary code – A code used in computers, based around the binary values of 0 and 1.
Data – Information used for a specific purpose or investigation.
Data transmission – The movement of information from one or more points to another.
Discovery – When something is intentionally or unintentionally found.
Distance – The amount of space between two places or objects.
Input – Information sent to a computer by an input device such as a keyboard or mouse for processing.
Mars Rover – A robotic vehicle that explores, investigates and returns data about the terrain on Mars.
Moon – Orbits round planet Earth and is Earth's only natural satellite.
Numerical data – Information that is based on numbers and digits.
Output – Information or data that is sent by the computer to an output device such as a printer or speakers.
Planet – A large natural object that orbits around a star.
Radio signal – A radio wave that is sent or received somewhere.
Scientist – A person who studies within the fields of Science, such as Physics, Biology and Chemistry.
Sequence – A set order or pattern for something to follow.
Signal – A voltage, current or electromagnetic wave that is either sent or obtained.
Computer simulation – Computer generated imitation of something such as a program test or product prototype.
Space (astronomy) - A vast area around and beyond planet Earth, which is not inhabited.

Computing Skills

Pupils will:

Data Handling

- Know that Mars Rover is a motor vehicle that collects data from space by taking photos and examining samples of rock.
- Know what numbers using binary code look like and be able to identify how messages can be sent in this format.
- Understand that RAM is Random Access Memory and acts as the computer's working memory.
- Know what simple operations can be used to calculate bit patterns.

The Mars Rover had to travel 350 million miles (approx) to get to Mars, it took eight and a half months.

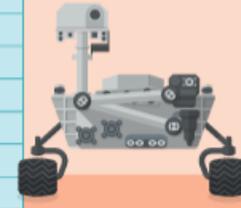


It is approximately 9 billion double-decker buses in distance!

Binary:

When a robot thinks independently, it needs to be able to calculate a range of data. All decisions carried out by a robot, or any computer, are done in binary - including the Mars Rover.

Binary value	Decimal value
0 0 0 0	0 zero
0 0 0 1	1 one
0 0 1 0	2 two
0 0 1 1	3 three
0 1 0 0	4 four
0 1 0 1	5 five
0 1 1 0	6 six
0 1 1 1	7 seven
1 0 0 0	8 eight
1 0 0 1	9 nine
1 0 1 0	10 ten



Links to other curriculum areas: Science – Earth and Space