S3 Graphics Review

Name		Class	

	I can…
	I can *almost…*
	I cannot *yet …*

Can you? (√)		
√	√	√

Describe the **scratch code** needed to create the following shapes – triangle, square, pentagon, hexagon, octagon and circle.			
Examine scratch code and state what it does and the order in which **events** take place.			
State what is meant by a **bit-mapped** graphic.			
State what is meant by a **vector** graphic.			
Describe the different types of graphics files – **JPEG, BMP, GIF** and **PNG**			
Explain how graphics are **stored** in a computer system.			
Explain what is meant by **resolution, colour (bit) depth** and **fps.**			
Describe the links between **bits, bytes, KB, MB, GB** and **TB**.			
Calculate the amount of storage space needed for still images and animations			
Convert from decimal to binary and vice-versa			
Explain how real numbers (decimals) are stored in a computer system – using **mantissa** and **exponent**			
Explain how text is stored in a computer system – **ASCII** and **UNICODE**			
Explain what is meant by file **compression**.			

Teacher's Comments