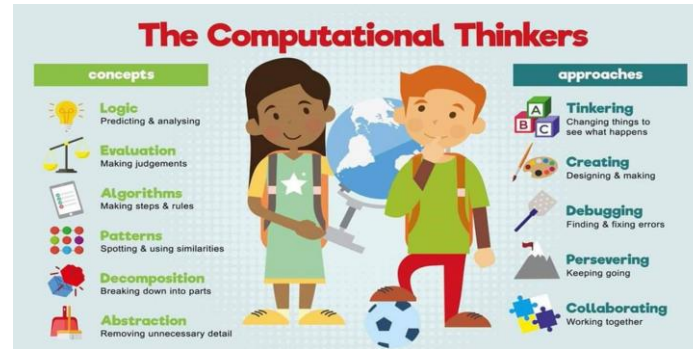


Rooms 1 and 3 – Rec/Yr1

- Algorithms/sequenced steps– through guided play and interactive learning experiences students will explore how algorithms (sequenced steps) are used to programme simple robotic devices (robot mouse/bee-bot).
- Digital systems – students will explore computer hardware and software.
- Online safety – students will learn about the importance of not giving out personal information when involved in online environments.



## Design and Digital Technologies Term 2 Overview With Ms. Princi

Pod 3 and Room 4 – Yr2/3

- Algorithms/sequences – students will explore and learn basic computational skills by working out steps (algorithms) to solve simple problems (programme a robot mouse to find its way around a maze).
- Digital Systems – exploring how technology has changed over time.
- Online safety – students will learn about the importance of passwords and explore computer safety such as how to safely share ideas in an online space.

Room 12 – Yr3/4

- Digital solutions – students will follow and design algorithms to create digital solutions (programming robot mouse and Edison robots)
- Digital systems – students will explore the use of peripheral devices to carry out and record learning.
- Digital systems - students will explore input and output using a programmable board such as MakeyMakey.
- Online safety – students will learn about the importance of keeping passwords and personal information private when involved in online environments.

Pods 2A and 2b – Yr5/6

- Creating digital solutions – students will explore how visual Programming language is used to create a digital solution (video game)
- Collaboration and protocols – students will collaborate to create a digital solution and will apply safety protocols to interact in a collaborative online learning space.
- Online safety – students will learn about the need to keep passwords and personal information private when partaking in online environments.

Pod 1 – Yr7

- Digital systems – discuss a variety of computer networks and explain the advantages/disadvantages of networks.
- Creating digital solutions – students will explore how computer programming uses a collection of smaller programs called functions to solve problems (programming a Sphero robotic device to navigate a maze/play a digital game).
- Online safety – students will learn about safe involvement in online communities.