



Digital Technology - Term 4

Foundation

This term the students will be introduced to the Dash Robots. These devices can be used across all levels in the Primary Digital Technologies Curriculum. The Foundation students will use a range of iPad apps that introduce them to simple commands and programming in robotics.

They will start exploring the robots using the “Path” application and then move onto more advanced apps that will develop skills in coding, critical thinking, creativity and teamwork.



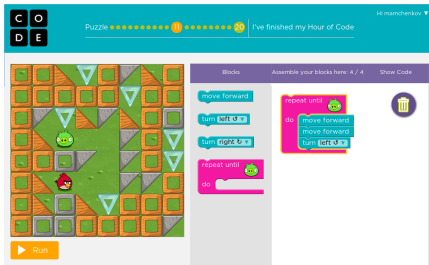
Grade One/Two

In Term four, the students in grade 1/2 will be introduced to coding using Scratch (scratch.mit.edu). The students will be exploring computer programming using loops, conditional statements, algorithms and sequencing. They will use these coding skills to create simple games and animations. Scratch provides a versatile platform for students to learn coding concepts through interactive projects using visual blocks. Its user-friendly interface and educational resources empower learners to engage in hands-on experiences that foster creativity and computational thinking skills.



Grade Three/Four

Students will continue to develop their understanding and application of block coding this term. They will be given a range of coding challenges and projects that build upon their knowledge from throughout their learning in Digital Technology so far. They will also be given opportunities to practise their coding skills using guided lessons from code.org. Students will apply their coding knowledge to music creation, game design, animation and visual art.



Grade Five/Six

This term the students will be exploring 3D design and printing using the **Maker's Empire Application**. "Makers Empire is a 3D design app that helps students learn design thinking, 3D modeling, and problem-solving through creating and printing 3D objects. It features user-friendly design tools, tutorials, daily design challenges, and a safe online community for sharing and collaboration. The app offers different design editors, including Shaper and Blocker, and supports export 3D printers, making it a comprehensive tool for educational or personal 3D design."

At the moment the students have access to a Flashforge 3D Printer in each of the 5/6 classrooms.



Compatible with Clever and Google Classroom