

Overview of units

Unit	Expectations	Computing PoS	Software/Apps	Hardware
3.1 We are programmers Programming an animation	<ul style="list-style-type: none"> • Create an algorithm for an animated scene in the form of a storyboard. • Write a program in Scratch to create the animation. • Correct mistakes in their animation programs. 	<ul style="list-style-type: none"> • Design, write and debug programs that accomplish specific goals; solve problems by decomposing them into smaller parts. • Use sequence ... in programs; work with variables and various forms of input and output. • Use logical reasoning to detect and correct errors in algorithms and programs. • Select, use and combine a variety of software ... to design and create ... content that accomplish(es) given goals, including ... presenting ... information. 	Software: Scratch (recommended), Snap!, Microsoft PowerPoint®, Tux Paint, Scratch Jnr Apps: Pyonkee	Laptop or desktop computers (recommended) or tablets, cameras (optional), microphones (optional)
3.2 We are bug fixers Finding and correcting bugs in programs	<ul style="list-style-type: none"> • Develop a number of strategies for finding errors in programs. • Build up resilience and strategies for problem solving. • Increase their knowledge and understanding of Scratch. • Recognise a number of common types of bug in software. 	<ul style="list-style-type: none"> • Debug programs that accomplish specific goals. • Use sequence, selection, and repetition in programs; work with variables and various forms of input and output. • Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs. 	Software: Scratch, Snap!, Screencast-o-matic (if appropriate) Apps: Snap! in the web browser (Scratch requires Adobe Flash® Player, which is not available on iPad), Pyonkee	Laptop/desktop computers, microphone (if appropriate)
3.3 We are presenters Videoing performance	<ul style="list-style-type: none"> • Gain skills in shooting live video, such as framing shots, holding the camera steady, and reviewing. • Edit video, including adding narration and editing clips by setting in/out points. • Understand the qualities of effective video, such as the importance of narrative, consistency, perspective and scene length. 	<ul style="list-style-type: none"> • Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information. • Work with various forms of input and output. • Use technology safely, respectfully and responsibly. 	Software: Microsoft Windows Movie Maker® or iMovie, Kinovea/Dartfish Apps: iMovie/Coach's Eye	Digital cameras, flip cameras (or similar), tablet computers/iPod Touch or similar

<p>3.4 We are vloggers Making and sharing a short screencast presentation</p>	<ul style="list-style-type: none"> • Use a search engine to learn about a new topic. • Plan, design and deliver an interesting and engaging presentation. • Search for and evaluate online images. • Create their own original images. • Create a video slidecast of a narrated presentation. • Develop understanding of how the internet, the web and search engines work. 	<ul style="list-style-type: none"> • Understand computer networks, including the internet; how they can provide multiple services, such as the World Wide Web. • Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content. • Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of content that accomplish given goals, including collecting, analysing, evaluating and presenting information. • Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact. 	<p>Software: Google, creative commons search engines, PowerPoint / Google Presentation, screencast-omatic / QuickTime Player</p> <p>Apps: Safari, Explain Everything, Adobe Voice</p>	<p>Laptops/desktop PCs with microphones/tablet computers</p>
<p>3.5 We are communicators Communicating safely on the internet</p>	<ul style="list-style-type: none"> • Develop a basic understanding of how email works. • Gain skills in using email. • Be aware of broader issues surrounding email, including 'netiquette' and online safety. • Work collaboratively with a remote partner. • Experience video conferencing. 	<ul style="list-style-type: none"> • Understand computer networks, including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration. • Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information. • Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact. 	<p>Software: Email system (your school's own system, Gmail or another system), video conferencing software (Skype, Google Hangouts or Janet video conferencing), presentation software</p> <p>Apps: Skype, FaceTime, Hangouts</p>	<p>Webcam and speakers</p>
<p>3.6 We are opinion pollsters Collecting and analysing data</p>	<ul style="list-style-type: none"> • Understand some elements of survey design. • Understand some ethical and legal aspects of online data collection. • Use the web to facilitate data collection. • Gain skills in using charts to analyse data. • Gain skills in interpreting results. 	<ul style="list-style-type: none"> • Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information. • Understand computer networks, including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration. 	<p>Software: Web browser, Google Forms, Google Sheets and Google Slides/InspireData®/Microsoft Excel® and Microsoft Word®/Freemind</p> <p>Apps: Google Drive/web browser</p>	<p>Laptop or desktop computer with internet connection</p>