Tech overview for 2017

Year Level	Unit	Term 1	Term 2	Term 3	Term 4
Year Prep	P - 2 Unit 1: Handy Helpers	Book Study in Term 1 Weeks 1 - 5 Lauren Castillo author study from 2016 Week 1: How to borrow, exploring the library - Nana in the City Week 2: Book cover, spine and back cover, author, title & illustrator - The Reader Week 3: How to look after our books - The Troublemaker Week 4: Authors can tell stories through pictures & words - Yard Sale Week 5: Twenty Yawns Weeks 6 - 10 Eric Carle book study	C2C Unit 1: Information Systems - All About Me Using the **App -** **Duck Duck Moose** 5 weeks - Preparing each of the elements for the paper part Drawings of: * Self-portrait * Birth country * Year & Month of birth * Favourite animal * Favourite food * Favourite thing to do 5 weeks - to learn about the app **Duck Duck Moose** * How to take a photo * How to insert a photo * How to add your voice * How to save * How to add to the gallery * What is okay to share online **Complete assessment: Information systems**	Computational Thinking with BeeBots & ProBots Instruct the BeeBots to move from one set location to another with simple arrow directions. The importance of taking turns, working in teams and looking after the robots. Simple challenges with the apps: * Scratch Junior * GoldieBlox * Box Island * Daisy Dinosaur	Global Read Aloud Author Study & Activities One book a week for six weeks from November. Activities will be posted on globalreaders.edublogs.org when the author is announced. See our 2016 GRA resources for examples of activities.

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Year 1	P - 2 Unit 1: Handy Helpers	C2C Unit 1: Program This Student will work through code.org Module 1, activities Week 1 - Happy Maps Week 2 - Move it, Move it Week 3 - Jigsaw, Learn to drag & drop Week 4 - Maze sequence Week 5 - Maze debugging Week 6 - Real-life algorithms Week 7 - Bee Sequence Week 8 - Artist Sequence Week 9 - Spelling Bee Week 10 - Maze loops	C2C Unit 1: Program This Week 1 - Bee Loops Week 2 - Big Event and Play Lab Week 3 - Going Places Safely & Artist Loops Week 4 - 10 Working on more difficult paper problems with starting points not necessarily straight on the map. Use BeeBots to play sequences. **Week 10 Part C - Program This assessment**	Using the library * How to research using our online system - searching for books by author, title, topic & series * How to see if a book is available * How to reserve a book * How to find books in non-fiction - look at Dewey numbers and how books are grouped * How to find a good fit book	Global Read Aloud Author Study & Activities One book a week for six weeks from November. Activities will be posted on globalreaders.edublogs.org when the author is announced. See our 2016 GRA resources for examples of activities.

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Year 2	P - 2 Unit 1: Handy Helpers	C2C Unit 1: Everyday Digital Systems Week 1: What are digital systems? Week 2: What digital systems do we have in our library? Week 3: What digital systems are in the C2C stimulus picture? Label one. Week 4: Label digital systems and what we use them for together Week 5: Students label digital systems and state how they use them Week 6 & 7: Scenario - What digital systems would you take on a holiday? - students need to assess each item to see what they each can do, how much space they take up and how portable they are. Week 8 - 9 **Test - Complete Part A, Everyday Digital Sytems**	C2C Unit 1: Data Discoveries Data: Weeks 1 to 4 As a class: * How to collect data to answer a question using tally marks * How to use a table to show that data * How to present that data two different ways using PowerPoint with images * How to save PowerPoint to G Drive Weeks 5 to 7 * **Students complete assessment task Data Discoveries - data collection & display** Week 8 & 9 * Representation of data - how to use images to show a pattern Week 10 * **Representation of data assessment**	C2C Unit 1: Program This Student will work through code.org Module 1, activities Week 1 - Happy Maps Week 2 - Move it, Move it Week 3 - Jigsaw, Learn to drag & drop Week 4 - Maze sequence Week 5 - Maze debugging Week 6 - Real-life algorithms Week 7 - Bee Sequence Week 8 - Artist Sequence Week 9 - Spelling Bee Week 10 - Maze loops (Running this year due to students not being ready in Year 1)	Global Read Aloud Author Study & Activities One book a week for six weeks from November. Activities will be posted on globalreaders.edublogs.org when the author is announced. See our 2016 GRA resources for examples of activities.

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Year 3	3 - 4 Unit 1:	C2C Part A: Digital Systems Week 1: Hardware Week 2: Software Week 3: Peripheral Devices Week 4: What items can do (iPad - photos, games, docs) Week 5 - 8: Paragraph deconstruction: identify item, type, what it does and how it was used in example Week 9: Digital problem solving Week 10: Sit Part A of the test	C2C Part B: Guessing Game Project code.org introduction to computational thinking Week 1: Graph Paper Programming Week 2: Real-Life algorithms Week 3: Maze sequence Week 4: Getting loopy Week 5: Maze loops Week 6: Artist loops Week 7: Bee loops Week 8: Relay programming Week 9: Be debugging Week 10: Conditional, digital footprint * Preferably run this faster. If so, start actual assessment sooner to give more time.	C2C Part B: Guessing Game Project Week 1: Decide on a topic in teams. Select 1 photo folder and save into team file in G Drive. Week 2: In teams, create 3 questions & answers around your topic. Decide what pictures match these questions and label accordingly. You will also need a cover and end picture. Week 3: Introduce your game by creating your first slide. * title * name of team members * topic * goal of the game Week 4/5/6: * Questions - Create slide for your questions. Include pictures, questions and code for responses. Yes & no options - pictures and sound Week 7: Debugging - Look for errors in your code and fix. The game should run with no issues Week 8- 10 - Evaluation stage. Peer and self-evaluation	Global Read Aloud Book Study & Activities One book a week for six weeks from November. Activities will be posted on globalreaders.edublogs.org when the author is announced. See our 2016 GRA resources for examples of activities.

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Year 4	3 - 4 Unit 2:	C2C Part A: Evaluate an Information System 1. Describe how a familiar information system is used to help meet a need. Use the questions below to help you. • What is the information system used for? • What hardware and software is needed? • What data is entered and stored in the system? • What information is created and how is it used? Libcode & iTunes Create paragraphs similar to those expected in the test. Sentence prompts to guide them. 2. How can an information system be used help solve another problem? Create paragraphs showing how to use an info system in another way.	C2C Part B: Use software to safely share information Use OneNote to discuss this question. 1. How can you reduce your waste footprint? C2C Part C: Collect, manage and present data to create information **2.** Students collect data about lunch rubbish over a week and enter data into a spreadsheet. They calculate their waste footprint and create a graph and an infographic. **Follow the steps below to complete a class Excel document & infographic. Then students will break up into teams to make their own.** Collaborative inquiry method using the class Excel doc as examples of work to build on.	C2C Part D: Represent Data * Collect data - weekly lunch rubbish * Create graph - to show types of rubbish and the amounts used * Merge and sort date - Using functions to collate data and colour code * Infographic - Create Weekly Rubbish inforgraphic Create the class one together using data supplied by the teacher. Important to learn how to use Excel first before attempting the assessment piece. We can continue into Term 4 if needed in the first year of this unit.	Global Read Aloud Book Study & Activities One book a week for six weeks from November. Activities will be posted on globalreaders.edublogs.org when the author is announced. See our 2016 GRA resources for examples of activities.

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Year 5	5 - 6 Unit 1:	C2C Part A: Data & Networks Week 1 - 8: Digital System Components - Data to paper * Sketchnote for pressing a letter process * Sketchnote for printing * Identify system components needed to complete the task * Strong focus on input & output Week 8 - 10: Data Representation in a computer * ASCII * Pixel Maps * Binary Code Part A of the test may run into Term 2 due to the complexity of the sketchnote.	C2C Part B: Maze Game * Due to **Unit 1** being completed in 2016, students will have a strong understanding of coding to work with. **Follow the steps below to complete a class game. Then students will break up into teams to make their own.** **Collaborative inquiry method using the class game as examples of work to build on.** Design Cycle: **Imagine**: Identify problems that could be solved with the game in teams. How could they solve it? **Explore:** Research chosen topic. What do they know? What do they need to find out?	C2C Part B: Maze Game **Design**: Sketch how you want your game to look. Characters/ collection items **Create**: Start building your prototype using code help sheets **Try it out:** Play your game and share with classmates. **Iterate:** How can your game be improved? What do you need to change? What will you keep the same? 	Global Read Aloud Book Study & Activities One book a week for six weeks from November. Activities will be posted on globalreaders.edublogs.org when the author is announced. See our 2016 GRA resources for examples of activities.

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Year 6	5 - 6 Unit 2:	C2C Part A: Show & explain information systems & connections Week 1: What is an information system? (Powerpoint) Types of information systems worksheet Week 2 - 4: Information Systems Organiser (sheet) Libcode, iTunes, Flying Fox Research Week 5: Sustainability of Info Systems (worksheet) Week 6 - 9: Create sketch notes to show how these information systems connect Week 10: Assessment	C2C Part B: Design and create an interactive spreadsheet using Excel **Follow the steps below to complete a class Excel document & infographic. Then students will break up into teams to make their own.** Collaborative inquiry method using the class Excel doc as examples of work to build on.	C2C Part B: Design and create an interactive spreadsheet using Excel Decide on a food category Decide on items to compare Describe nutritional data you will add to spreadsheet * Collect data for planning page * Complete implementing page * Merge and Sort Data * Infographic Create the class one together using data supplied by the teacher. Important to learn how to use Excel first before attempting the assessment piece. We can continue into Term 4 if needed in the first year of this unit.	Global Read Aloud Book Study & Activities One book a week for six weeks from November. Activities will be posted on globalreaders.edublogs.org when the author is announced. See our 2016 GRA resources for examples of activities.