Digital Technologies

**Junior Primary**

Students will demonstrate a broad range of skills in expressing their design ideas. At these levels, students will explore opportunities for designing using various technologies. They will logically use steps to create various projects. Students will explore basic programming via computer software called Scratchjr. Scratchjr is a science and education tool aimed at younger students to help them learn important concepts behind programming languages.

They will explore the possibilities to create basic...

- Puzzles
- Mazes
- Simple Maths activities
- Story books

**Middle Primary**

Students will demonstrate a broad range of skills in expressing their design ideas. They will logically use steps to create various projects demonstrating a better understanding of Scratch. They will evaluate both their own projects and others based on criteria of success with guidance.

They will explore the possibilities to create...

- Animations
- Puzzles
- Mazes
- Maths activities
- Story books

**Teacher**

David Crossman

**Upper Primary**

Students will generate, develop, design and demonstrate more complex projects using Scratch. They will develop projects designed for various audiences. They will logically use more complex steps to create various projects demonstrating a better understanding of Scratch. They will evaluate both their own projects and others based on criteria of success and propose possible solutions to problems. They will explore more complex ways to create...

- Animations
- Puzzles
- Mazes
- Maths activities
- Story books
- Develop own projects