DIGITAL TECHNOLOGY

TERM 3

PREP

Students learn the properties and functions of different materials, and participate in a range of basic design challenges. Students learn to identify and attempt to solve problems through creating, testing and improving their designs. They begin their journey through the design process in order to develop a solution.

GRADE 3/4

This term the Grade 3/4 students are investigating video games through the online platform Scratch. They will develop their own ideas using programming and graphical representation techniques to create their own playable game.

GRADE 5/6

The Grade 5/6 students are designing, modifying and following simple algorithms represented diagrammatically. They will develop digital solutions as simple visual programs and create their own Tamagotchi style pet.