

# TECHNOLOGY

2026 - TERM 1

## PREP

Prep students will explore digital systems, including hardware and software, with a clear purpose. They will have a look at the evolution of technology devices over time, and how we use them today. Prep students will also focus on developing their design skills by using a variety of materials to create solutions to challenges, such as designing a house for The Three Little Pigs.

## GRADE 1/2

Students learn the fundamental aspects of using block coding in a digital system, by experimenting, planning and coding for a purpose, using applications such as Codespark. Students will learn to change visual aspects, character behaviours, movements and user interaction when programming their ideas for their very own platform game.

## GRADE 3/4

Students learn how circuits work and how they can be utilised using the hardware 'Makey Makey'. Students will develop a range of uses for circuits, program a variety of inputs and combine ideas for their very own Carnival Game to showcase at the end of term. This unit combines the knowledge and construction of circuits with the understanding of how to program them for different functions.

## GRADE 5/6

Students begin exploring the abundance of functions and possibilities in this introductory unit using 'MicroBit'. Students will complete a range of tutorials to build their skill set and apply what they have learned by creating their own game or life hack, that involves the use of multiple sensors, inputs, events and creating variables.