

# TECHNOLOGY

2026 - TERM 2

## 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 digital skills by using robots and basic block coding skills to make different devices move!

## 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 begin to move towards block coding skills to manage robots, and using these devices to put on their very own fashion show!

## GRADE 3/4

Students will continue learning design technology skills by going through the engineering process to design balloon powered cars. They will also learn how circuits work and how they can be utilised using hardware. This unit combines the knowledge and construction of circuits with the understanding of how to program them for different functions.

## GRADE 5/6

Students will continue with their development of design skills through the engineering process cultivating in the production of a purpose designed boat. They will then begin exploring the abundance of functions and possibilities of digital technology by using 'MicroBit'. Completing a range of tutorials to build their own game or life hack, that involves the use of multiple sensors, inputs, events and creating variables.