

STEM TERM 3

PREP **Intro to tech and programming**

Students learn the difference between software and hardware and are introduced to a range of technologies that are used for different purposes. Students will develop their understanding of basic programming, using Bee Bots, to write their own algorithms to direct the bot around a map.

GRADE 1 **Intro to game design**

Students learn the fundamental aspects of video game design, by planning, coding and designing their own video game using Codespark. They will need to consider the visual layout of their game, character behaviours, level of difficulty and a method of ‘winning’ the game.

GRADE 2 **Dash Bot Discovery**

Students will discover the wonderful world of robots by experimenting with a range of coding functions on the ‘Dash Bots’. Students will program a series of algorithms to direct the Dash Bot to perform multiple actions such as move, dance, make a sound, change colour and react to human interactions.