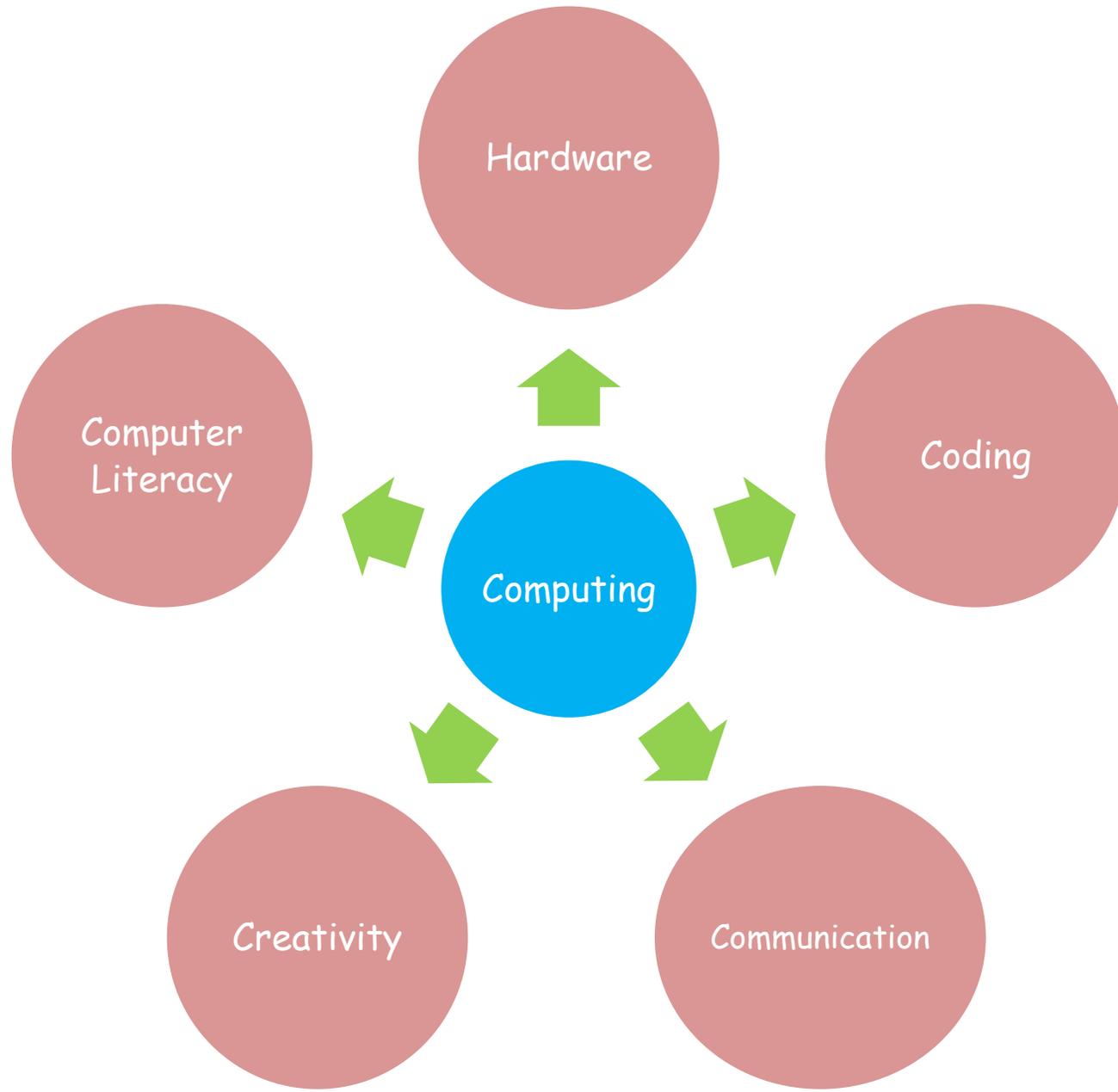# The ICT Crowd

Computing Science Overviews

A visual guide to ICT, organised by subject areas and displaying progress throughout each level

by George Milliken

CODING

ICT CROWD

Early Level
- explore and play games
- discuss and explore directional language

1st Level
- explore coding with links to directional language
- identify sprite and backgrounds/levels

2nd Level
- create a controllable sprite
- build a game with sprite and win/lose variable
- design and build own game

COMMUNICATION

ICT CROWD

Early Level

access internet

use pictures or videos to show own thinking

discuss internet dangers

1st Level

present ideas through presentation software (PowerPoint)

develop best/safe practise online

2nd Level

use social media

build a website

create good online conduct guide

CREATIVITY

ICT CROWD

Early Level
create, edit and use images

record sounds and video

1st Level
create, edit and use bitmap graphics

record and edit sound and video clips

2nd Level
create, edit and use bitmap and vector graphics

design and create 3D models

plan, record and present a short film

COMPUTER LITERACY

ICT CROWD

Early Level

access and explore ICT

open folders and files

use mouse independently

1st Level

develop typing speed and accuracy

use more ICT software with greater independence

create new files and folders with meaningful names

2nd Level

fluent keyboard and mouse use

identify and use keyboard shotcuts

create, move and rename folders and files in system

HARDWARE

Early Level

explore technologies that can help us

identify computer components

identify common devices (i.e. tablets, phones etc)

1st Level

explore and use technologies hwich help us

organise hardware as input, output or storage

identify software and its purpose

research and discuss technological developments

2nd Level

explore and identify internal architecture of computers

explain hardware features of common devices (i.e. tablet, PC etc)

justify use of appropriate software

research, discuss and imagine future developments