

Dunlop Primary School  
STEAM Month



Staff Name: Pauline Marshall  
Session March 2022

**Technologies**

Organiser	Experience and Outcome	Possible experiences to be delivered during Technologies Week In STEAM Room
<p><b>Computing Science</b></p> <p><b>Understanding and analysing computing technology</b></p>	<p>I understand that sequences of instructions are used to control computing technology. <b>TCH 0-14a</b></p> <p>I can experiment with and identify uses of a range of computing technology in the world around me. <b>TCH 0-14b</b></p>	<p><b><u>Outline Key Learning of Plan</u></b></p> <p>We will provide the children with:</p> <ul style="list-style-type: none"> <li>• A range of new digital technology resources to explore and investigate</li> <li>• Support and guidance on how to use the new digital technology resources.</li> <li>• Opportunities to code and sequence a range of digital programmable toys.</li> </ul>
<p><b>Designing, building and testing computing solutions</b></p>	<p>I can develop a sequence of instructions and run them using programmable devices or equivalent. <b>TCH 0-15a</b></p>	<p><b><u>Outline Children's Key Learning Skills</u></b></p> <p>The children will:</p> <ul style="list-style-type: none"> <li>• Become familiar with our new technology resources</li> <li>• Develop an understanding of how to programme and work the programmable toys</li> <li>• Develop an understanding of sequence and positional language.</li> </ul>