

Dunlop Primary School
STEAM Month



Staff Name: Margaret Gray
Session March 2022

Technologies

Organiser	Experience and Outcome	Possible experiences to be delivered during Technologies Week In STEAM Room
<p>Computing Science</p> <p>Understanding and analysing computing technology</p>	<p>I understand that sequences of instructions are used to control computing technology. TCH 0-14a</p> <p>I can experiment with and identify uses of a range of computing technology in the world around me. TCH 0-14b</p>	<p><u>Outline Key Learning of Plan</u></p> <p>We will provide the children with:</p> <ul style="list-style-type: none"> • Opportunities to use electronic programming whilst taking part in baking/cooking experiences i.e. using scales to measure and the microwave to make porridge. • Different programmes on the Promethean Board encouraging children to sequence steps i.e. using 'Busy Things' • A range of new digital technologies to explore coding and the programming sequences.
<p>Designing, building and testing computing solutions</p>	<p>I can develop a sequence of instructions and run them using programmable devices or equivalent. TCH 0-15a</p>	<p><u>Outline Children's Key Learning Skills</u></p> <p>The children will:</p> <ul style="list-style-type: none"> • Identify computing devices in the world i.e. microwave. • Demonstrate an understanding of how symbols can represent process and information. • Design a simple sequence of instructions/algorithm for programmable coding device to carry out a task for example, directional instructions: forwards / backwards.