

interactions, experiences, ...

curiosity, creativity, enquiry

Social Skills

expert + innov
Comm + collab Purpose driven...

real life & imaginary experiences to $\Rightarrow$ discuss technology in my local environment, learning about its impact on me + society

Opportunities to sense make by exploring technology (real/toy/symbolic) in open ended play and in practical situations (attention watch product)

Develop early lan + com through. NATIONAL AGENDA.
agency, building on knowledge - making choices how to express emotion, action, words
Teamwork, Social Skills, problem solving
remote communities
ASN / sensory
Early lan + com
document learning

Intentionally planned experience
- design challenge
higher order thinking

environment widens
Social groups material
Sustainability ethics

right tool for right job
Initiative
use/work effectively / centre

Experimentation + innovation

Autonomy/agency
Personalisation + choice
Growth mindset
Okay to be wrong
Resilience building

Services to meet needs? $\searrow$

Business - what are they?
Government - what does it do?

Comp thinking
how does it work?

Design thinking
?
problem solving strategies

yellow
early Years = ELC to P3
ELC + primary

blue
upper primary
P4-7

accreditations ethics

regulation

Developing skills + confidence

Automaticity of language

more constrained challenges that use PS strategies
ITERATION - change
RESILIENCE

Secondary Bus Ed

Big Ideas / Concepts

①

economics
issues not
needs(?)
✓ Factors.

② ✓

'Bridging'
theory &
practice
✱

Applied — ?

③

Enquiry?

Processes,
Enquiry &
Innovation?

Entrepreneurial?
Retain something
relating to innovation.

Investigate
&
Innovate.

not everyone
uses
'innovate' as
it is the
subject

④ ✓

does it set us
apart?

Connections?

⑤

not sure about
wording.

Solution
Centred
Approaches

Approaches?

Solution
Centred
learning.

Solution Centred
Applications

Secondary CS

Big Ideas / Concepts

①

Too long.
Impact of ... ??
Tech & Innovation
Real world impacts ✓

②

Not about understanding.
Not sure what it means.

~~Systems~~ ??
↑ maybe!! Thinking?

③

We like this one.
explain
design / think
debug, failure fixing.
ideas.
evaluate & improve.
measuring performance / correctness.

④

The importance of
teams & collaboration
Types of communication.
(too skilful at the moment)?

⑤

Liked the last one
(That's where you
make a thing!).
Including systems
thinking.