ELC/PRIMARY

Big Ideas - concepts

AESTHETICS
UI/UX
EFFICIENCY?

1

- ACCREDITATIONS
+
F ~~##~~GREEN WASHING.

2

COMPUTING coding DB web AI

BUS ED ?
ADMIN

~~ethical~~?
GIRFEC (myworld)
UNCRC
~~Eng~~ Sustainability (entropy)

Dr. Seuss approach

Equity
Business Ethics

ECONO/ + MODELS

PLAY

3

Personalisation and Choice!

Agency
Evaluation
Risk-taking

PLAY
+imaginary role play
+outdoors +unplugged +symbolic

Computational Thinking + Problem solving

4

CRITICAL SKILLS

Soft/Metaskills (SDS)
empathy
language - read - write - speak

role models / visitors
Transition (Buddies etc)

emotions
actions
words
enable preverbal CYP a voice

family learning
Community partnerships

PLAY
agency

5

should the word challenge be in there

Requires developed technical skills to be applied

real life /relatable
eg
Medical (think of child with [illegible])
+
Practical eg weather, maps measure, photo

PLAY-BASED
models, apps, website.

SOLUTIONS.

(digital skills) effectively

Digital = using hardware successfully
- adapting to new IT world
- perhaps in a work context

ENTREPRENEURIAL SKILLS.

what are these?

action

(practice)

DELIVERING SOLUTIONS & REFLECTIONS

Computational Thinking

Key & Evaluation

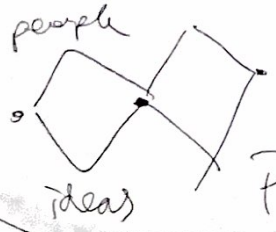
Models, Components and Prediction

Some models (code) and components are taken (used) into real functional artefacts by using carefully chosen development methods to bring creative ideas to life

CYP ~~explore~~ INVE IN A REAL WORLD CONTEXT,

DECIDE EFFECTIVE METHODS.
SELECT

- PURPOSEFUL SOLUTIONS OR PROTOTYPE/MODEL
- EVALUATE / REFLECT / VIABILITY
- ITERATE
- MARKET IT



PROJECT?

ASSESS?

APPLY?

5

DEVELOPING ~~Creating~~ EXPLORE Purposeful - Driven solutions

Ideas into Action (5)

Children and young people will design and develop solutions that are purposeful, user-focused, and sustainable. They will learn to identify needs, define problems, and create outcomes or products/ARTIFACTS that have a positive impact on individuals, communities and the wider world.

Interpreting financial information and data - using with a view to making suggestions to improve performance (business) / making recommendations

RECOMMENDATIONS TO MEET A NEED, ISSUE OR PROBLEM

DIGITAL SKILLS

Advanced

Spreadsheets / Python / Power BI - using data and developing means of interpretation using the above software to exchange the data to analyse predictions

Design a solution.
Create a solution

- Problem finding
- Needs of end user
- Features required

...te digital or physical Solutions

...municate ... and ...cepts.

SIMULATED WORKPLACE CHALLENGES + EXPERIENCE

SUSTAINABLE PRACTICES

~~Design~~ Developing.

Developing solutions

MASTERY? (Skilled/competent)

...y complex

5

Solutions.

- Final Accounts
- Projects.
- Business Plans
- Design & prototypes
- Modelling using own choice of tools.
- current events. - teacher awareness.
- ~~Element/Aspect of~~ effective, profitable business solutions.

Economic Concepts - inflation - tariffs - employment - globalisation

- workforce - mobile/agile/ - disposal.

Effective Collaborating & Communicating ~~effectively~~

CYP understand how to
~~Learners~~ will ~~develop the ability to~~ work with others, share ideas, and communicate clearly in virtual + physical spaces using a range of tools and platforms. They will understand the value of diverse perspectives and the importance of collaboration in ~~solving~~ approaching/ meeting/ addressing complex challenges ~~/problems~~.

~~Collaboration~~

Children & young people understand how to work with others effectively and communicate clearly...

Shared goals + purpose

Mutual Respect + Trust

Accountability + Contribution

~~Communication~~

Toolkit of technological Platforms (for collaboration & communication)

Reflection + Improvement

Active listening/ oracy

Appropriateness + Tone and clarity

Exploring through experimentation & innovation

Children and young people will embrace curiosity, creativity, and critical thinking to explore, test and refine ideas. They will understand that innovation is a process of learning from failure and success, and that new solutions often emerge through experimentations.

explore, solve, challenge + plan Issue

PLAN TO SOLVE A CHALLENGE & PREPARE A SOLUTION

using KNOWLEDGE OF TOOLS & MATERIALS & THEIR PURPOSE.

towards ....

INNOVATION

Plan With exploration

Evolving Ideas

Create to ~~Communicate~~

Create and visualise a possible solution..

adapting from our ideas: returning to a better concept?? change word?

Evolving ideas through using feedback, system's approaches to create a next steps with

.....

ITERATIVE PROCESS

FUTURE-FOCUS?

WHERE IS INNOVATION?

EMERGING CONCEPTS.

PLAY!!!

CAPTAP. PROCESS

CREATE, ANALYSE, PROTOTYPE, TEST, ADJUST, PRODUCE.

CRITICAL THINKING

SOCIETAL IMPACT

TECHNOLOGIES

APPLIED LEARNING

INNOVATION

1. Computational Thinking

2. Innovation

3. Sustainability

4. Citizens in a Digital World

5. Consumption

(2) Developing contextual & transferable skills.

~~Learners~~ CYP will build adaptable skills that are relevant to their lives, communities, and future pathways. They will apply these skills in meaningful contexts, recognising how technologies can solve real-world challenges across disciplines and industries.

USING DATA / DATA Science.

KNOWLEDGE OF PROCESSES TO ESTABLISH MOST EFFICIENT METHODS Appropriate

Project Management

Analysis (Brief)

RESEARCH SKILLS

Investigate

PRACTICAL SKILLS

DIGIT CITIZE

Collaborating & Responding

Measuring (Success/ progress) evaluate judgement

E4/Primary - Open-ended
Secondary - End product

Young Enterprise - innovation. Product design - finance supporting each stage of product development - and the business cycle.

2

Skills.

- Enhanced digital skills
- Budgets & Accounting.
- Developing independent digital skills
  ⇒ Develop confidence to try before asking
- Analytical & evaluation.
- [illegible]

Value for money

Concepts.

Methods

Effective communication / choices / applic / compar / accessibilty / inclusion

purpose

Connection, language & meaning.

Oracy · Teamwork · Behaviour.

E-SPORTS / GAMING

Types of text / Media

audience / purpose

CYBERSKILLS

IT INFRASTRUCTURE

DIGITAL MEDIA

Communication Techniques & Methodologies.

Create / Co

NAVIGATING LIFE ONLINE
- JOB SEEKING, BANKING.

LEADERSHIP STYLES

DIGITAL FOOTPRINT

SOCIAL MEDIA
- COMMERCE.
- INFLUENCE

ASSISTIVE TECHNOLOGIES

REMOTE WORKING

NETWORKS & PROTOCOL

MOBILE TECHNOLOGY

- PARTNERSHIP WORKING, NETWORKING + ENGAGEMENT

AI

INTER

WORKPLACE

Clarity + Purpose

DATA COMMUNICATION

① Understanding Impact & Responsibility

Children and young people will develop an awareness of how technologies influence and are influenced by societal, ethical, environmental, and economic factors. They will learn to make responsible decisions, considering the broader implications of their actions in a connected world.

ENTREPRENEURIAL EDUCATION.
- Mindset
- Leadership

.. ACCURACY

CONSIDER USER NEEDS FUNCTION, AESTHETICS

DATA

PRECISION

BUILD MODELS, SIMULATIONS OR SYSTEMS

GENERATE & COMPARED IDEAS OR STRATEGIES

CREATE DESIGN PROPOSALS, BUSINESS IDEAS, ALGORITHMS GRAPHIC RESPONSE

Communicate in a variety of ways.. creative problem solving approaches

Decomposition

Computational Thinking

Using research to inform decision making

Analysis of Problem.

LOGIC

PLAN RESOURCES & TOOLS

APPLY KNOWLEDGE BUSINESS, BRANDING, DESIGN, COMPUTING SYSTEM

Plan with exploration & play to apply knowledge of (Business, Branding, design + computing systems) and use resources to create ideas.

(planning to create)

system approach

feedback loop

PLAN TO SOLVE WITH EXPLORATION & INNOVATION

TEST, FIX, REFINE

Design Thinking and Iteration

Developers iteratively deliver improved solutions with measurable performance gains by learning from cycles of creative ideation prototyping, testing, failing and feedback

THINK ALGORITHMICALLY

Experimenting? applying knowledge? apply feedback?

Critique

INNOVATION ?

APPLY COMPUTATIONAL THINKING & PROBLEM SOLVING

Evaluation modification & Reflection adapting

Action Taking action from Feedback.

VISUALISATION STORYBOARDS, WIREFRAMES FLOW CHARTS TO VISUALISE SOLUTIONS

USING TOOLS PROGRAMMING LANGUAGES OR PHYSICAL MATERIALS

share? convey? visualisation? Bring to life? Communicate...?

Programming

Collaboration to Share and refine ideas

Don't want to use the words "present" or "presentation" as it leads to powerpoint

Play?

Agency to...

PRODUCTION PROCESS

INPUT - PROCESS - OUTPUT

Abstraction