scopeIT EDUCATION
Teaching Kids to Code

Digital Technologies Survival Tool Kit

What's included?

✓ **Checklist**
10 questions you must ask yourself about your current digital technologies program.

✓ **Tech Talk for Principals**
Articles to support you to develop a robust digital technologies program.

✓ **Free Lesson Plan - Coding Introduction**
Introduce students to the beginner concepts of coding. This can be used as an introduction to coding, or the first steps into a broader exploration of coding as a topic.

✓ **Pathway Ideas - Brainstorming Plan**
Where do you want your Year 6 students to be by the time they graduate? Can we support you to achieve your goals?

✓ **2020 Calendar**
Keep organised and plan ahead to ensure your students are developing a deep understanding of digital technologies.

☑ Checklist

10 questions you must ask yourself about your current digital technologies program

- [ ] Do you have enough equipment (laptops, tablets or computers) and internet capabilities to support a robust digital technologies program?

- [ ] Are you able to teach digital technologies for at least 40 minutes per week to **every** student in the school?

- [ ] Does every teacher have the confidence and skill set to deliver digital technologies to their students? Or is it left to one teacher?

- [ ] Do you have a clear pathway of what you want your Kindergarten students to learn by the time they reach Year 6?

- [ ] Does your existing digital technology plan incorporate mathematical, geometry, language, science, arts, comprehension and design elements that align with curriculum outcomes?

- [ ] Do your current coding foundation lessons lead students to a real language or coding an electronic circuit or robot?

- [ ] Are your students playing with robots or constructing them?

- [ ] Have you considered how online tools such as Code.org and Scratch could help you develop foundational concepts of a real language such as JavaScript?

- [ ] Are your lessons engaging and providing students with an enriched experience leading to a love of digital technologies?

- [ ] Do your lessons allow students to collaborate, problem solve and develop skills in computational thinking and working memory?

If you answered yes to some of these you are off to a good start. With a little more support you will achieve great things. If you didn't tick yes to all of the questions, ScopeIT Education is here to support you with building a robust digital technologies program for all your students. Ask us how.

Articles to support you to develop a robust digital technologies program

Tech Talk for Principals is a free resource produced by ScopeIT Education for schools. Educators can gain a valuable insight into a range of topics that explore digital technologies and how to build an effective program in your school. We have included a few editions in this survival kit to get you started.

1 **Robotics in the Classroom - Almost Certainly Not!**
Robots v Robotics.

2 **Unpacking the Digital Technology Lingo.**
Your terminology guide.

3 **Interpreting the Digital Technologies Curriculum.**
Digital technologies is hard to teach. Why?

4 **4 Tips to Introducing a Strong Digital Technologies Program Into Your School.**
Does this sound familiar? Four common barriers to implementing an effective digital technologies program.

Pathway Ideas

Advanced electronics

Foundations of programming

Block-based algorithms

Block-based coding

Robotic construction

What do you want to achieve?

Think about the bigger picture. Where do you want your Year 6 students to be by the time they graduate? Can we support you to achieve your goals?

3D printing

App design or app coding using Apple's swift

Basic electronics circuits

Website design or creation using HTML and CSS

Introduction to JavaScript

Digital safety