Kindergarten ICT Programme

Integrating ICT capability [(NESA)](https://educationstandards.nsw.edu.au/wps/portal/nesa/k-10/understanding-the-curriculum/programming/integrating-ict-capability) and [English Syllabus](https://curriculum.nsw.edu.au/syllabuses/english-k-10-2022?tab=content)

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| **HARDWARE AND SOFTWARE** | | | | |
| **ICT**  **Learning Area** | **Kindergarten** |  |  |
|  | **Typically, by the end of this Year students will be able to:** |  |  |
|  |  | **ACTIVITY** | **ASSESSMENT** |
| **Computer Skills** | Log on with personal ID. Sign out at end of lesson. ENE-REFLU-01, ENE-HANDW-01, STe-7DI-T | Using a personalised book to aid logon, students practice logging onto computer. | Success when logged on |
| **Basic Keyboard Skills** | Move mouse, use left click and double click. ENE-HANDW-01  Use Ctrl+Alt+Del to start computer.  Identify capital letters, Enter, Space Bar, Shift, Backspace, delete, CTRL and ALT on keyboard. ENE-HANDW-01, ENE-VOCAB-01, ENE-PRINT-01  Use A-Z and (.) keys and 1-0 keys to log on to computer. ENE-HANDW-01  Type first name and last name. ENE-PRINT-01, ENE-HANDW-01  Use backspace to fix errors. ENE-HANDW-01  Use @ symbol to log on. | Using a personalised book to aid logon, students practice logging onto computer. | Success when logged on |

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| **VOCABULARY** | | | | |
| **ICT**  **Learning Area** | **Kindergarten** |  |  |
|  | **Typically, by the end of this Year students will be able to:** |  |  |
|  |  | **ACTIVITY** | **ASSESSMENT** |
|  | Recognise and understand taught Tier 1 and Tier 2 technology words. ENE-VOCAB-01  Understands and effectively uses Tier 1 computer words, taught Tier 2 technology words and Tier 3 subject/  programme vocabulary to extend and elaborate ideas. ENE-VOCAB-01 |  |  |
| **PROGRAMMES** | | | | |

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| **DRAWING (KIDPIX)** | | | | |
| **ICT**  **Learning Area** | **Kindergarten** |  |  |
|  | **Typically, by the end of this Year students will be able to:** |  |  |
|  |  | **ACTIVITY** | **ASSESSMENT** |
|  | Use the mouse to control the pencil, paint tools, paint bucket, spray can, to make basic 2D and 3D shapes. ENE-VOCAB-01 | As student successfully log on they will be directed to explore Kidpix 3D |  |
| **ICT**  **Learning Area** | **Kindergarten** |  |  |
|  | **Typically, by the end of this Year students will be able to:** |  |  |
|  |  | **ACTIVITY** | **ASSESSMENT** |
|  | Follow, order, and describe a sequence of steps and decisions (algorithms) needed to solve problems. STe-2DP-T, ENE-VOCAB-01, ENE-OLC-01  Design a process to solve an identified problem, e.g.: a set of instructions to move a BeeBot from one point to another. STe-7DI-T, ENE-OLC-01 | Retell the story of 3 Billy goats Gruff using a bee bot and pictures on a bee bot mat. | observation |
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|  | By the end of Year 2, students identify how common digital systems (hardware and software) are used to meet specific purposes. They use digital systems to represent simple patterns in data in different ways.  Students design solutions to simple problems using a sequence of steps and decisions. They collect familiar data and display them to convey meaning. They create and organise ideas and information using information systems and share information in safe online environments. |  |  |