Stage 3 ICT Programme **Term 3 2023**

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** | **Year 5** | **Year 6** |  |  |
|  | **Typically, by the end of Year 5 students will be able to:** | **Typically, by the end of Year 6 students will be able to:** |  |  |
|  |  |  | **ACTIVITY** | **ASSESSMENT** |
| **Computer Skills** | Turn computer and monitor on and off.  Log on with personal ID. Sign out at end of lesson.  Recognise and open applications from the Start Menu. EN3-RECOM-01  Find and open documents: My Documents and Class Folder. EN3-RECOM-01  Find and open documents: Collaboration. EN3-RECOM-01  Save work in the correct folder. |  | Weekly practice |  |
| **Basic Keyboard Skills** | Use CTRL + S (save), CTRL + C (copy), CTRL + V (paste), CTRL + P (print), CTRL + F (find), CTRL + Z (undo), CTRL + Y (redo) and CTRL + ALT+ DEL (logon / sign off / shutdown). EN3-VOCAB-01 |  | Weekly practice |  |
| **INTERNET** | | | | | |
| **ICT**  **Learning Area** | **Year 5** | **Year 6** |  |  |
|  | **Typically, by the end of Year 5 students will be able to:** | **Typically, by the end of this Year 6 students will be able to:** |  |  |
|  |  |  | **ACTIVITY** | **ASSESSMENT** |
| **Navigation** | Create a shortcut on the task bar to a website.  Type in a website URL. EN3-VOCAB-01  Recognise and open a hyperlink. |  | Achieved term 1  Websites URLs  <http://nuwarra.weebly.com>  <http://nuwarra2.weebly.com> | Observation |
| **Searching** | Use internet browser to search for specific information and images. EN3-VOCAB-01, EN3-RECOM-01  Download, save and print from a trusted website. EN3-RECOM-01 |  | Order in the Library2 S3  <https://nuwarra.weebly.com/order-in-the-library-2-s3.html>  Choose from   * Virtual shelving of books (swf file) * 15 online Dewey Decimal Classification questions * A Dewey Quest * A one page Test Your Knowledge | Self-marking  Self-marking  Interest only  Teacher marks |

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| **VOCABULARY** | | | | | |
| **ICT**  **Learning Area** | **Year 5** | **Year 6** |  |  |
|  | **Typically, by the end of Year 5 students will be able to:** | **Typically, by the end of this Year 6 students will be able to:** |  |  |
|  |  |  | **ACTIVITY** | **ASSESSMENT** |
|  | Understands and effectively uses Tier 1 computer words, taught Tier 2 technology words and Tier 3 subject/  programme vocabulary to extend and elaborate ideas. EN3-VOCAB-01 |  | 4 words explicitly taught and used throughout each lesson | Multiple choice quiz as students exit lesson. |
| **PROGRAMMES** | | | | | |

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|  | | **DRAWING (KIDPIX)** | | | | |
| **ICT**  **Learning Area** | **Year 5** | | **Year 6** |  |  |
|  | **Typically, by the end of Year 5 students will be able to:** | | **Typically, by the end of this Year 6 students will be able to:** |  |  |
|  |  | |  | **ACTIVITY** | **ASSESSMENT** |
|  | Apply to all skills below  EN3-CWT-01  Use the mouse to control the pencil, paint tools, paint bucket, spray can, to make basic 2D and 3D shapes. EN3-VOCAB-01  Paint with 3D objects to make e.g. borders.  Insert backgrounds, stickers, and stamps.  Use Undo and erase.  Add text.  Add sound.  Add voice.  Change the colour and design of pre-formatted graphics.  Make a slideshow to explain a concept.  Animate 3D pictures. | |  | Fast finishers may use their skills in KidPix 3D to construct an animation | Not to be assessed |