Kindergarten ICT Programme Term 4 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** | **Kindergarten** |  |  |
|  | **Typically, by the end of this Year 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. ENE-REFLU-01, ENE-HANDW-01, STe-7DI-T  Identify computer parts (keyboard, monitor, headphone jack, microphone jack…) ENE-VOCAB-01 | Begin each lesson with students either turning on computers or noting the white light on the desktop computer and the green light on the monitor indicating that they devices are powered up. We will not use shutdown, but we will use sign out. Using a personalised book students will login totheir computer using their name. Once logged on go to [Poisson Rouge](https://nuwarra.weebly.com/fun-learning.html) or KidPix. Identifying computer parts activities include:   1. Play fishing game – walk to relevant computer part. (individual) 2. Use bee bots and mat and programme bee bot to go to the correct picture. (Group of 2) | Observation  Observation  Observation |
| **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. | Use Ctrl+Alt+Del to start login.  Use Ctrl+Alt+Del to sign out.  Concentrate when logging in on Use Ctrl+Alt+Del, space bar, shift and backspace.  Used to log in.  Used to log in.  Used to log in.  Used to log in. | Observation  Observation  Observation  Observation  Observation  Observation |
| **INTERNET** | | | | |
| **ICT**  **Learning Area** | **Kindergarten** |  |  |
|  | **Typically, by the end of this Year students will be able to:** |  |  |
|  |  | **ACTIVITY** | **ASSESSMENT** |
| **Navigation** | Use internet browser to open to Nuwarra Weebly.  Use dropdown menus, tabs to navigate. | Open **[Poisson Rouge](https://nuwarra.weebly.com/fun-learning.html)** | Not assessed |

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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 | Identify computer parts (keyboard, monitor, headphone jack, microphone jack…) by   1. Play fishing game – walk to relevant computer part. (individual) 2. Use bee bots and mat and programme bee bot to go to the correct picture. (Group of 2) | Observation |
| **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  Paint with 3D objects to make e.g. borders.  Insert backgrounds, stickers, and stamps. | Possible activity after logging on.  Possible activity after logging on.  Possible activity after logging on. | Not assessed  Not assessed  Not assessed |

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| **CODING (BeeBot)** | | | | |
| **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 | Identify computer parts (keyboard, monitor, headphone jack, microphone jack…) by   1. Play fishing game – walk to relevant computer part. (individual) 2. Use bee bots and mat and programme bee bot to go to the correct picture. (Group of 2) | Observation |
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