



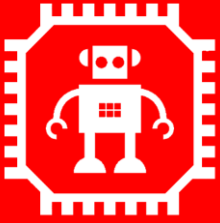
Digital literacy

- To use QR codes.
- To know how to read URLs.
- To understand how to search effectively.
- To explore a virtual map.
- To know how to communicate online.
- To know how to stay safe when using the Internet.



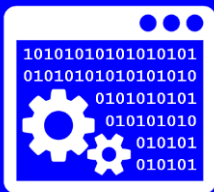
Information technology

- To type quickly and correctly.
- To type and design a printable document.
- To present text using fancy effects.
- To create a word collage.
- To create a photo collage.
- To create a mind map.
- To paint a picture.
- To create a picture using drawing tools.
- To create music.
- To create an audio recording.
- To edit a digital photo.
- To create an animated GIF.
- To create a stop motion animation.
- To produce a multimedia video.
- To create a multimedia e-book.
- To create an interactive activity.
- To create an on-screen presentation.
- To create a website.
- To handle data.
- To create a spreadsheet.



Computer science - theory

- To identify computer components.
- To understand how a computer stores data.
- To describe uses of technology.
- To understand how simulations are used.
- To understand how robots are used.
- To describe the impact of technology.
- To understand how the Internet works.
- To understand how an intranet works.
- To understand how binary numbers work.
- To find out about the history of computing.



Computer science - programming

- To explain what computer programming is.
- To explain how an algorithm works.
- To control an object to move along a route.
- To sequence commands to animate pictures.
- To use conditional events in a program.
- To use a variable in a program.
- To use repeat events in a program.
- To program actions using numbers.
- To use random numbers in a program.
- To use variables in a program.
- To program a complex game.
- To detect and correct errors in programs.
- To design and create a computer program.