

Digital Technologies Class checklists with A-E criteria for all DT outcomes.

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EDHS - Recommended Digital Technology resources

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| Resource | Description | Website |
|  | Unpack the Digital Technologies Curriculum one step at a time. Find great lesson ideas linked to the curriculum, explore strategies and advice from Australian primary and secondary schools and more. | <https://www.digitaltechnologieshub.edu.au/> |
|  | BEBRAS 365 is available as a free online resource throughout the year and students receive immediate feedback for their responses. This feeds in to the BEBRAS Online Computational Challenge run in Terms 1 and 3. | <https://www.bebras.edu.au/bebras365/> |
|  | Interland is an adventure-packed online game that makes learning about digital safety and citizenship interactive. Here, kids will help their fellow Internauts combat badly behaved hackers, phishers, oversharers, and bullies by practicing the skills they need to be good digital citizens. | <https://beinternetawesome.withgoogle.com/en_us/interland>  Teaching program |
|  | These resources will guide your students to develop practical computational thinking skills. If you're not too confident with coding yourself, there is solutions and step by step walkthroughs for each problem. As a bonus, all content is **free** for teachers (and pre-service teachers!) to evaluate, use for professional development, or to follow along with students. | <https://groklearning.com/teachers/australia/> |

**Pre sercive teacher**

**Digital Technolgy Starter guide**

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| Resource | Description | Website |
|  | Your students can use Scratch to code their own interactive stories, animations, and games. In the process, they learn to think creatively, reason systematically, and work collaboratively  — essential skills for everyone in today’s society. | <https://scratch.mit.edu/> |
| Lightbot | **Lightbot** is an educational video game for learning software programming concepts. The main DT focus is on Implementation and algorithms. | <https://lightbot.com/flash.html> |
| WOMBOT | Design and follow simple sequences of instructions to move Flatso the Wom-bot.  Learn about simple algorithms using Flatso the wom-bot! Draw arrows on Flatso and test out simple sequences of instructions.   * **We have a laminated class set** | <https://aca.edu.au/resources/wom-bot/> |
|  | Edison is a [programmable robot](https://meetedison.com/robots/) designed to be a complete STEM teaching resource for coding and robotics education for students from 4 to 16 years of age.  \*We have 24 in STEM Lab resource room | <https://meetedison.com/> |
|  | Want to get your head around the 10 Key concepts of the Digital Technologies Curriculum? | <https://aca.edu.au/> |

This document can be found online with easy hyperlinks at

<http://mruu.weebly.com/edhs-education-expo>