

programming modular

components

Applied Design, Skills, and Technologies 4-8 – Content Computational Thinking Computers and Digital Literacy **Communications Devices** Grade □ Students are expected to use the learning standards for Curricular Competencies from Applied Design, Skills, and Technologies 4-5 4-5 in combination with grade-level content fromother areas of learning in cross-curricular activities to develop foundational mindsets and skills in design thinking and making. □ Students will experience a minimum of three modules of Applied Design, Skills, and Technologies 6–7 in each of Grades 6 and 6-7 7. Schools may choose fromamong the modules listed below or develop new modules that use the Curricular Competencies of Applied Design, Skills, and Technologies 6–7 with locally developed content. Locally developed modules can be offered in addition to, or instead of, the modules in the provincial curriculum. □simple algorithms that reflect □computer system architecture, □Internet safetv computational thinking including hardware and software, □digital self-image, citizenship, relationships, network infrastructure (local), intranet/ □visual representations of and communication Internet, and personal communication problems and data □legal and ethical considerations, including creative devices □evolution of programming credit and copyright, and cyberbullying □strategies for identifying and languages methods for personal media management troubleshooting simple hardware and □visual programming search techniques, how search results are selected software problems and ranked, and criteria for evaluating search results 6-7 ☐ function of input and output devices, □ strategies to identify personal learning networks including 3D printing and adaptive technologies for those with special needs □ergonomics in use of computers and computing devices □effective and efficient keyboarding techniques ☐ The curriculumis designed to be offered in modules or courses of various lengths. Schools are required to provide students with 8 the equivalent of a full-year "course" in Applied Design, Skills, and Technologies. This "course" can be made up of one or more modules. Schools may choose fromamong the modules listed below or develop new modules that use the Curricular Competencies of Applied Design, Skills, and Technologies 8 with locally developed content. Locally developed modules can be offered in addition to, or instead of, the modules in the provincial curriculum. □software programs as □ design and function of digital □elements of digital citizenship specific and sequential infrastructures, from personal □ethical and legal implications of current and future instructions with algorithms communication systems to wide area technologies that can be reliably repeated networks and the Internet of Things □strategies for curating personal digital content, by others □social, cultural, and economic impact including management, personalization, organization, □debugging algorithms and of mobile devices and maintenance of digital content; programs by breaking □systems for information transfer and e-mail management; and workflow problems down into a series communication, including videos, blogs, □ search techniques, how search results are selected of sub-problems podcasts, and social media and ranked, and criteria for evaluating search results □binary number system (1s □ keyboarding techniques □strategies to engage with personal learning networks and 0s) to represent data □programming languages, including visual programming in relation to text- based programming and