

ICT Skills Scope and Sequence Chart – www.edgalaxy.com Cool Stuff for Nerdy teachers

		Term One	Term Two	Term Three	Term Four
1	Prep	What is a PC? Posture and rules of computer uses. Parts, Uses & Logging on.	Using a PC for creativity Introduction to basic creative applications and school based games.	Publishing & Word Processing Utilising word processing package to create a tangible document relating to classroom activities.	O/S Navigation Basics Developing keyboard & Mouse Skills Saving and Retrieving Information in a logical manner.
2	Grade One	Typing & keyboard Skills A: Students develop an understanding of basic keyboard functions such as cut & paste and understand correct typing practice.	Introduction to the Internet: Students develop introductory skills required to navigate a web browser and connect to sites utilising both search engines and URL's.	Simulation software for Learning Opportunities. Utilising software such as games offering trial and error components which relate to real world concepts.	O/S Navigation & File Management Creating directories Cut, Copy & Paste and organising documents in a logical manner based on file type and properties.
	Grade Two	Publishing & Word Processing Fonts, tools, inserting clipart, Editing and manipulating text.	Visual Presentation Tools An introduction to packages such as MS PowerPoint as a visual presentation tool.	Creating Digital Images Capturing and Retrieving an image from a camera to computer to insert and manipulate into a document	Interactive Content Creation Utilising program such as Kahootz to create a virtual environment with interactive elements.
3	Grade Three	Internet Management Introduction to web safety issues and how to upload and download content from web based resources as an interactive tool	Introducing Email Safety & Protocols Sending / receiving and managing a school email account.	Hyperlinking: Creating and utilising Hyperlinks in a range of software packages to connect to the WWW, individual doc's and intranet resources to create multi layered tasks.	Digital Imaging Using scanners to capture writing samples or other resources and incorporating that into your own documents.
	Grade Four	Email as a collaborative tool Attachments and group communication through email, and conferencing tools.	Kahootz keypoint animation, swatching, sound and linking scenes to create digital literacies.	Visual Presentation Tools. Integrating hyperlinks and multimedia resources to create open ended presentations with rich and varied content.	Digital Audio Creation Recording your voice and integrating it into your portfolio. Creating music with loops and / or real instruments.
4	Grade Five	Data & Statistics Organising data in a logical manner to create graphs and charts that make sense.	Web Content Creation Creating web content using html incorporating text and images.	Introduction to Programming Using software such as MIT scratch or Microworlds to programme variables and objects in a logical manner.	Digital Imaging Editing and manipulating digital images. Using images in alternate presentations.
	Grade Six	Digital Video Creation Recording live action film that can be edited and	Digital Animation Stop motion animation.	Intermediate Programming Creation of events, games, animations using a programming language.	Data & Statistics Creating, presenting and managing a database of information.

