

Digi Explorers – Holiday Workshops Syllabus

Topic	Topic Section	Learning Outcomes	Lesson	Session	Date
Digital Citizenship	Working with technology safely and respectfully	<ul style="list-style-type: none"> Understand how to be safe and respectful online. 	1-5	1-5	29/5 to 2/6 Or 12/6 to 16/6
	Working with the World Wide Web	<ul style="list-style-type: none"> Understand how the World Wide Web can be used as a tool for research. Use a web browser to view and navigate web pages. 	6-10		
	Technology beyond school	<ul style="list-style-type: none"> Identify ways that technology is used outside school. 	11-15		
Digital Design and Creation	Working with digital images	<ul style="list-style-type: none"> Capture still and moving images. Use tools in paint packages to draw an image to convey meaning. 	16-20	6-10	5/6 to 9/6 Or 19/6 to 23/6
	Working with video animation	<ul style="list-style-type: none"> Use captured images to make an animation. 	21-25		
	Working with sound	<ul style="list-style-type: none"> Use recorded sound files to communicate meaning. 	26-30		

Digi Navigators – Holiday Workshops Syllabus

Topic	Topic Section	Learning Outcomes	Lessons	Session #	Date
Digital Design and Creation	Using Digital Images	<ul style="list-style-type: none"> Understand how digital images can be manipulated for a given outcome. 	1-6	1 & 2	29/5 to 30/5 or 12/6 to 13/6
	Creating Digital Video/Animation	<ul style="list-style-type: none"> Understand how to storyboard and capture video or a series of stills to make an animation. 	7-9	3	31/5 or 14/6
	Graphical Modelling	<ul style="list-style-type: none"> Know how to use an object-based graphics package to design and develop a plan to meet a specific brief. 	10-12	4	1/6 or 15/6
	Sound	<ul style="list-style-type: none"> Know how to edit sound files for a purpose. 	13-16	5	2/6 or 16/6
Computer Gaming	Developing Problem-Solving and Logical Reasoning Skills	<ul style="list-style-type: none"> Develop problem-solving and logical reasoning skills. 	17-19	6	5/6 or 19/6
	Programming Games	<ul style="list-style-type: none"> Understand how programming code can be used to create a program for a specific purpose. 	20-25	7-8	6/6 to 7/6 or 20/6 to 21/6
Presenting Information	Word Processing	<ul style="list-style-type: none"> Use a range of skills to present text clearly, appropriately and for a specific purpose. 	26-28	9	8/6 or 22/6
	Creating Digital Presentations	<ul style="list-style-type: none"> Know how to combine a range of digital media to create a presentation for a specific audience. Understand how to use appropriate tools, such as hyperlinks, to enhance a presentation. 	29-30	10	9/6 or 23/6

Digi Trailblazers – Holiday Workshop Syllabus

Topic	Topic Section	Learning Outcomes	Lesson	Session	Date
Digital Safety and Security	Using Computers Safely and Security	<ul style="list-style-type: none"> Know how to work safely and securely. Know how to report concerns about online safety or security. 	1-6	1	12/6 or 19/6
	Keeping Yourself and Your Friends Safe Online	<ul style="list-style-type: none"> Understand the consequences to users of not using technology safely, respectfully, responsibly and securely. Know how to work respectfully and responsibly online. 	7-12	2	13/6 or 20/6
Solving Problems with Algorithms	Understanding and Developing Algorithms	<ul style="list-style-type: none"> Understand that there are different types of algorithm. Know how to develop algorithms that fulfil a range of functions. 	13-22	3 & 4a	14/6 or 21/6
	Comparing and Evaluating Algorithms	<ul style="list-style-type: none"> Understand that a single problem can be solved by using several different algorithms. 			
Computer Instructions and Data Types	Storing and Executing Computer Instructions	<ul style="list-style-type: none"> Understand how instructions are stored and executed within a computer system. 	23-25	4b	15/6 or 22/6
	Representing and Manipulating Different Types of Data	<ul style="list-style-type: none"> Understand how different data types can be represented and manipulated. 			
Designing and Developing Computer Programs	Designing Computer Programs	<ul style="list-style-type: none"> Create plans that outline the steps that a computer program will need to follow in order to solve a problem. Understand programming terminology. 	26-30	5	16/6 or 23/6
	Creating Computer Programs	<ul style="list-style-type: none"> Know how to write in code using appropriate data structures. 			
	Testing and Improving a Computer Program	<ul style="list-style-type: none"> Know how to correct errors in syntax and meaning in a program. 			

Digi Level 2 Award in Computing – Holiday Workshop Syllabus

Topic	Topic Section	Learning Outcomes	Lessons	Session	Date	
Computer Systems	The CPU	<ul style="list-style-type: none"> Understand the components of a computer system and its memory 	1-3	1	12/6 or 19/6	
	Computer System Components					
Computer Hardware	Output Devices	<ul style="list-style-type: none"> Understand the components of a computer system and its input devices 	4-6			
	Accessibility					
Developing Problem Solving Skills	Analysing and Solving Problems	<ul style="list-style-type: none"> Use principles of computational thinking to solve problems 	7-13	2	13/6 or 20/6	
	Identification of Heuristics for Solving Puzzles					
Online Collaboration Software	Wikis	<ul style="list-style-type: none"> Be able to collaborate and communicate online 	14-20	3	14/6 or 21/6	
	Collaborative Software					
Cloud Computing	Cloud Computing Uses	<ul style="list-style-type: none"> Understand about data protection and know how to minimise risk to privacy and security when using the Internet 	21-23	4 & 5	15/6 to 16/6	
	Cloud Computing Security					
Safety and Security Online	Using Computers Safely and Securely		24-30			22/6 to 23/6
	Protecting Your Online Presence					