Coding & Digital literacy Explained

Coding	Digital literacy
Understanding how computers work?	**Strand 1: My digital world.** ● why to use digital technologies ● ethical and legal issues around downloading media from the internet ● online safety
Understanding how the internet works?	
Unplugged coding: CS unplugged *Binary numbers, image representation, algorithms.*	**Strand 2: Following my interests online.** ● how digital texts are published
Coding Applications: ***Scratch*** ***App Inventor 2*** ***HTML (Hyper Text Mark up language)Web design*** ***CSS (Casading style sheets)*** ***Javascript*** ***Micro:bits (Coding and Electronics)***	**Strand 3: Checking the facts.** ● digital media influences and impacts on consumer patterns ● explore the notion of bias and influence online.
Homework will be given to work on programs eg	**Strand 4: Publishing myself.**

scratch, app inventor etc..	- online rights and risks - protocols for online sharing of information - learn to cite and reference accurately when using online sources.
*Homework will be given to work on research projects **eg** how does the internet work?*	*Homework will be given to work on research projects*
A Classroom based Assessment (over a three week period before Easter) will be given in third year. To achieve a high grade: student must show knowledge learned in the classroom but also must demonstrate his/her own research eg. show some code that was not taught in class. Also detailed notes of how the code works and how the project is useful in today's society. Students must also present the project to other students.	*Classroom based Assessment (over a three week period before Easter) will be given in third year. To achieve a high grade: student must show knowledge learned in the classroom but also must demonstrate his/her own research.* *The final project is a significant piece of work that is presented/published in an appropriate digital format, and should be completed towards the end of the course. It can be based on any topic related to the course. This project will be published and should demonstrate engagement with learning outcomes across all four strands.*
Students are graded on projects throughout the year and the FINAL CBA in third year.	*Students are graded on projects throughout the year and the FINAL CBA in third year.*
Useful websites: *https://www.bbc.com/bitesize*	*useful websites:* *www.curriculumonline.ie*

https://scratch.mit.edu/	www.powtoon.com
http://ai2.appinventor.mit.edu/	www.wordle.net
https://www.w3schools.com/	www.bookcreator.com
https://csunplugged.org/en/	www.techhub.com