Online Resources

Digital Technologies Hub – Makey Makey

<https://www.digitaltechnologieshub.edu.au/plan-and-prepare/scope-and-sequence-f-10/years-5-6/?topic=c2-2&unit=unit_98dc346c-94d1-4110-aef7-cfd4828f49d0_card>

Digital Technologies Hub: Design a community space in 3D

<https://www.digitaltechnologieshub.edu.au/plan-and-prepare/scope-and-sequence-f-10/years-5-6/?topic=c2-2&unit=unit_3aaccea2-33c9-428a-8b19-8a795bc9835d_card>

Digital Technologies Hub: Design an Automated Solution

<https://www.digitaltechnologieshub.edu.au/plan-and-prepare/scope-and-sequence-f-10/years-5-6/?topic=c2-2&unit=unit_9961e47e-42cb-4fe5-b1a5-46a2a33247a4_card>

Grok – Design Thinking

<https://groklearning.com/course/dt-applied-design-thinking/>

Unplugged Classroom Activity – The Emotion Machine

<https://teachinglondoncomputing.org/resources/inspiring-unplugged-classroom-activities/the-emotion-machine-activity/>

Grok – Cookie Clicker Blockly

<https://groklearning.com/course/aca-dt-56-bk-cookie/>

Barclays Code Playground – Introduction to Conditionals

<https://barclayscodeplayground.co.uk/introduction-to-conditionals0/>

Coding Kids – Convict Crime and Punishment

<https://www.codingkids.com.au/coding-tips/2017926digital-technologies-in-year-3-4-classrooms-on-convict-crime-and-punishment/>

ARC – Fuse (Where is It)

<https://arc.educationapps.vic.gov.au/learning/resource/Z4CZNW?fuse=1>

Hour of Code – If/Then Block Video

<https://www.youtube.com/watch?v=JtL7w6ja5iI>