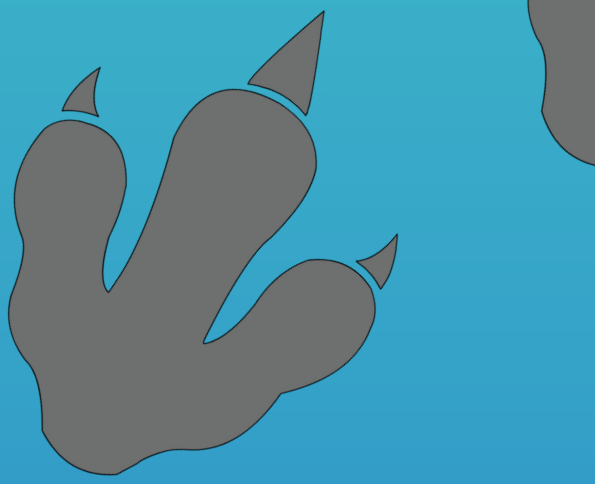
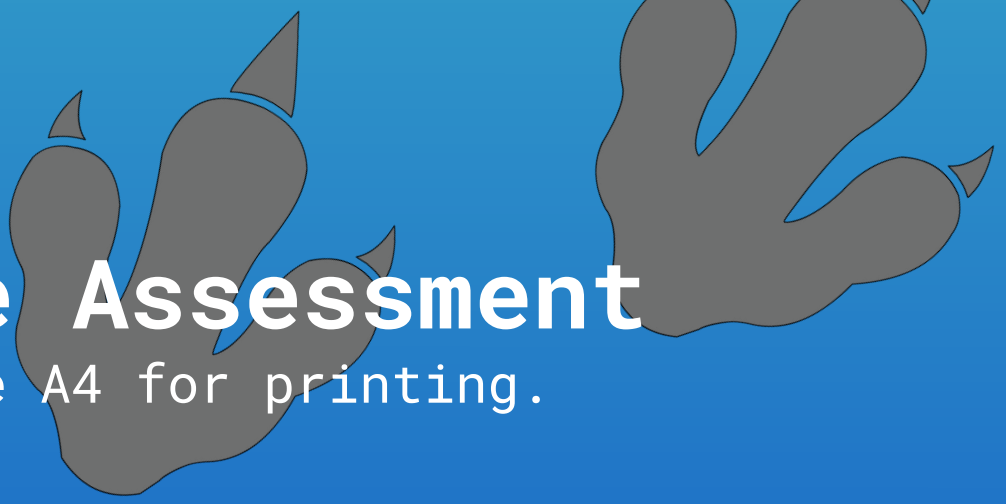
Play Code Learn

DINOSAUR STEPS





Formative Assessment

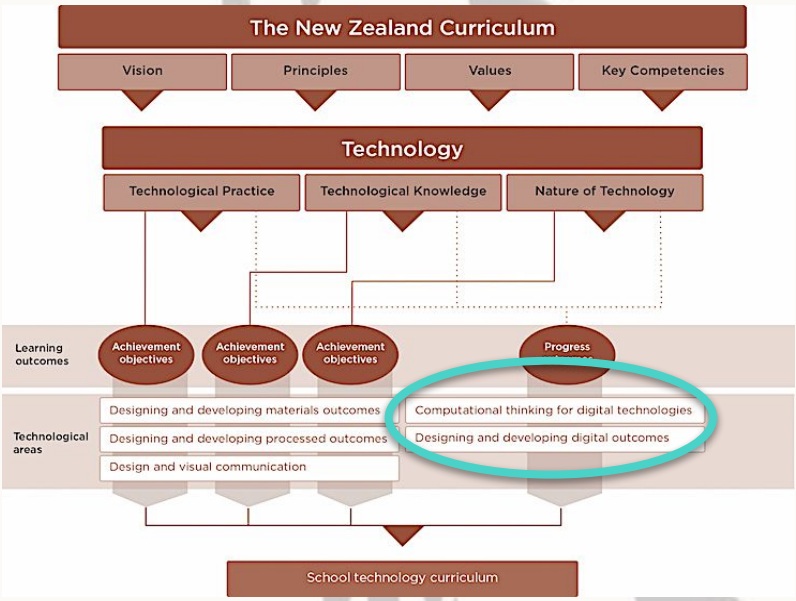
All handouts are A4 for printing.

Links to NZC Technology Curriculum: Digital Technologies

Progressive Learning with Play Code Learn: Dinosaur Series

Dinosaur Steps has been designed to support learning of digital technologies in the classroom. It is the first kit in a series which link to the progression of the curriculum.

Elementary School						Middle School			High school			
K	1	2	3	4	5	6	7	8	9	10	11	12
Primary						Intermediate/Lower Secondary			Senior Secondary			
1	2	3	4	5	6	7	8	9	10	11	12	13
Dinosaur Steps												
	Dinosaur Loops											
		Dinosaur Commands										



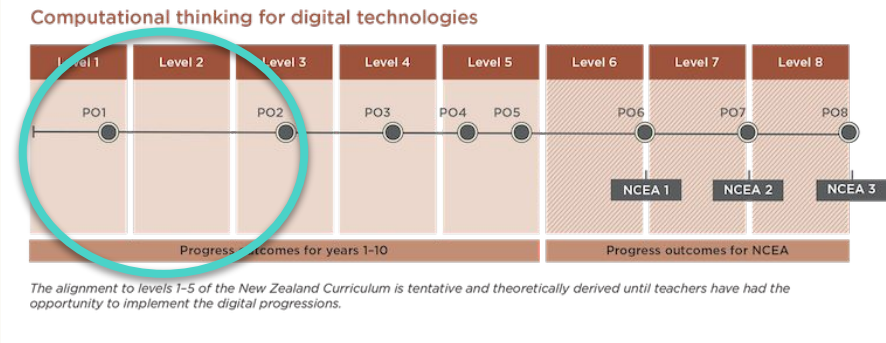
Links to curriculum

Digital Fluency & e-learning: By using and exploring digital tools in a safe manner students are becoming digital citizens.

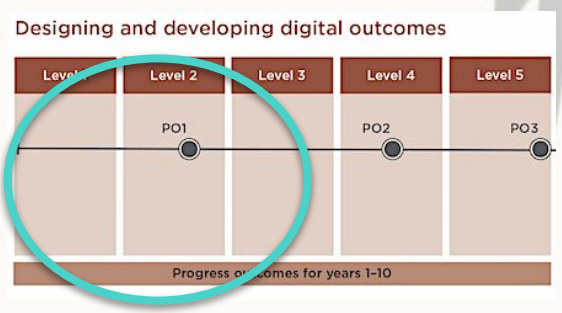
Technological Areas: In digital technologies the two technological areas of computational thinking (CT) and designing & developing digital outcomes are used as a basis for teaching with the Dinosaur Steps kit.

Computational Thinking

Students develop **algorithmic thinking** skills and an **understanding of the computer science principles** that underpin all digital technologies. They become **citizens of the digital world.**



The alignment to levels 1-5 of the New Zealand Curriculum is tentative and theoretically derived until teachers have had the opportunity to implement the digital progressions.

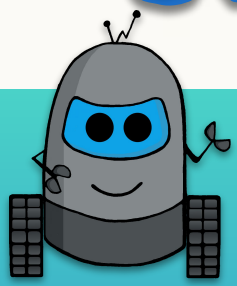


Designing & developing digital outcomes

Students understand that digital applications and systems are created for humans by humans.

Dinosaur Steps Coverage: Teacher led activities to develop, manipulate, store, retrieve & share digital content. Identify digital devices & can use some applications. Inputs & outputs of a system.

Play Code Learn



DINOSAUR STEPS

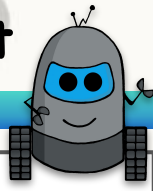
Assessment:

Teacher Assessment

Formative Assessment printables will link to the **Computational Thinking Progress Outcomes.**

DINOSAUR STEPS

Teacher Assessment



Student Name: Date:

Computational Thinking: Progress Outcome 1

*In authentic contexts and taking account of end users, develop **algorithmic thinking in non computerised tasks**.*

Student ...	✓	**Progress outcome criteria**
		Can break down tasks into smaller parts (decomposition)
		Can create precise, step by step instructions
		Can clearly give these instructions to another person to follow
		Can spot errors in the instructions
		Can correct any errors (simple debugging)

Computational Thinking: Progress Outcome 2

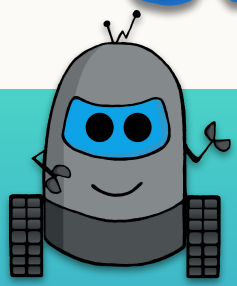
*In authentic contexts and taking account of end users, develop **algorithmic thinking in non computerised and computerised tasks**.*

Student ..	✓	**Progress outcome criteria**
		Can understand that an algorithm is a step by step process used to solve a problem or complete a task.
		Know that algorithms are used to write computer programs.
		Can use precise, unambiguous instructions
		Can follow, give and debug simple algorithms.
		Can use algorithms to create simple programs that use outputs & sequencing (putting instructions on after the other)

DINOSAUR STEPS Teacher Assessment

Student Name											

Play Code Learn



DINOSAUR STEPS

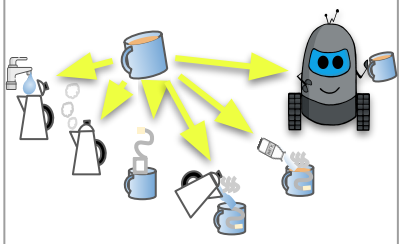
Assessment:

Student Assessment

Also available are **lesson exit statements/reflections** for each lesson in the teaching module for Dinosaur Steps.

DINOSAUR STEPS Student Reflection

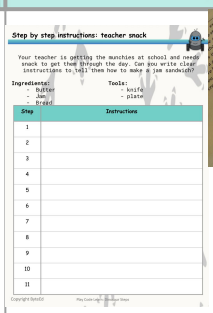
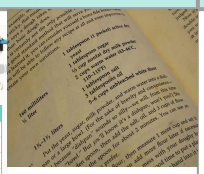
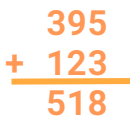
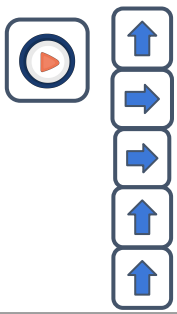
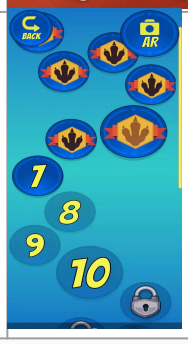
Student Name: Date:

Computational Thinking: Progress Outcome 1				
				I can...
				...break down a big task into smaller tasks.
				...make step by step instructions.
				...give instructions to another person, and they can follow them.
				...spot errors *(bugs)* in the instructions.
				...correct any errors *(debug)*.

DINOSAUR STEPS Student Reflection

Student Name: Date:

Computational Thinking: Progress Outcome 2

				I can...
			  	...understand what an algorithm is.
			 	...understand that algorithms are used to write computer programs.
				...use precise step by step instructions *(algorithms)*.
				...follow, give & debug simple algorithms.
			 	...can use algorithms to create simple programs.