

## Third Form IT 2023/24

Michaelmas	Lent	Summer
<p><b>Coding</b> Spheros Pupils learn how to control the Spheros using;</p> <ul style="list-style-type: none"> <li>● manual control</li> <li>● programming with blocks</li> <li>● introduction to Javascript</li> </ul> <p><b>AI Platforms</b> -Ethical considerations -How can AI be used to help me with my studies -in depth look at platforms including</p> <ul style="list-style-type: none"> <li>● Quizziz</li> <li>● Gamma</li> <li>● Adobe Firefly</li> <li>● ChaGTP</li> </ul>	<p><b>Coding</b> Microbits Pupils learn to;</p> <ul style="list-style-type: none"> <li>● physically set up the device, powered by a device as well as by battery</li> <li>● use of 'makecode' to program the Microbits to create loops, repeated functions and arrays</li> </ul> <p><b>Spreadsheet Modelling</b></p> <p>Pupils learn basic budgeting skills and formulas to complete a 'design your own gaming pc'.</p>	<p><b>Design Principles</b> An introduction to the use of design principles in preparation for BTech option</p> <p><b>Makey Makey</b></p> <p>Pupils program a game and then create a physical interface to play the game</p>