

<b>DIGITAL TECHNOLOGY FOUNDATION (ICAS PAPERS C &amp; D)</b>	
<b>Term 1</b>	
<b>1. General Skills</b>	
1.01 Recognise components of digital systems	
1.02 Recognise and identify basic network concepts	
1.03 Recognise and explain the purpose of hardware peripherals	
<b>2. Graphics &amp; Multimedia</b>	
2.01 Create more complex presentations incorporating: animation, audio files, video, colour, time delay	
2.02 Edit audio, video	
<b>3. Word Processing</b>	
3.01 Use Find and Replace	
3.02 Justify text	
3.03 Import and paste images	
<b>4. Spreadsheets &amp; Databases</b>	
4.01 Make simple calculations	
4.02 Modify and manage data: insert/delete rows/columns; sort	
4.03 Identify and use formatting tools to manage and maintain data: font; colour; number; text; etc	
4.04 Recognise a change to one cell impacts on another	
<b>5. Internet &amp; Email</b>	
5.01 Use forward and cc functions in emails	
5.02 Know how to add attachments to email	
5.03 Recognise components of web addresses	
<b>6. Programming &amp; Scripting</b>	
6.01 Recognise simple algorithms	
6.02 Recognise sequence and loops in pseudocode	
6.03 Scratch - Make Music	
6.04 Scratch - Make characters dance to music	
6.05 Scratch - Create a Jumping Game	
6.09 Sphero - Build Sphero Delivery Service	
<b>Term 2</b>	
<b>1. General Skills</b>	
1.04 Define and implement basic file management conventions: naming, version control	
1.05 Explain terminology including, Wi-Fi, Bluetooth	
1.06 Explain the purpose of mobile devices as digital peripherals and systems	
<b>2. Graphics &amp; Multimedia</b>	
2.03 Manipulate graphics: crop	
2.04 Explore and identify the use of gradients, patterns, custom colours	
2.05 Manipulate tools: size of paint brush	
<b>3. Word Processing</b>	
3.04 Create and format simple tables	
3.05 Use toolbars	
3.06 Use thesaurus	
<b>4. Spreadsheets &amp; Databases</b>	

4.05 Create and present graphs and charts

4.06 Apply appropriate search terms for database searches

4.07 Distinguish between spreadsheets and databases

**5. Internet & Email**

5.04 Use search engines; assess search results; download information

5.05 Identify and use conventions of web design

5.06 Use online platforms

5.07 Make responsible and ethical decisions in the use of online data and information

**6. Programming & Scripting**

6.06 Scratch - Create an Interactive Pet

6.07 Scratch - Create a Catch Game

6.08 Scratch - Create a Video Sensing Game

6.10 Sphero - Sphero Spy - Morse Code

6.11 Sphero - Colour Maze