



Techbok

Technolgy Body of Knowledge"





BEGINNER

- Module 1:

- Unit 1: Technology Around Us
- Unit 2: Creating Media (Digital Painting)
- Unit 3: Programming A (Moving a Robot)
- Unit 4: Data and Information (Grouping Data)
- Unit 5: Creating Media (Digital Writing)
- Unit 6: Programming B (Programming Animation)

- Module 2:

- Unit 1: IT Around Us
- Unit 2: Creating Media (Digital Photography)
- Unit 3: Programming A (Robot Algorithm)
- Unit 4: Data and Information (Pictogram)
- Unit 5: Creating Media (Digital Music)
- Unit 6: Programming B (Programming Quizzes)

- Module 3:

- Unit 1: Connecting Computers
- Unit 2: Creating Media (Stop Frame Animation)
- Unit 3: Programming A (Sequencing Sound)
- Unit 4: Data and Information (Branching Database)
- Unit 5: Creating Media (Desktop Publishing)
- Unit 6: Programming B (Event and Actions in Programs)

- Module 4:

- Unit 1: The Internet
- Unit 2: Creating Media (Audio Production)
- Unit 3: Programming A (Repetition in Shapes)
- Unit 4: Data and Information (Data Logging)
- Unit 5: Creating Media (Photo Editing)
- Unit 6: Programming B (Repetition in Games)

INTERMEDIATE

- Module 1:

- Unit 1: System and Searching
- Unit 2: Creating Media (Video Production)
- Unit 3: Programming A (Selection in Physical Computing)
- Unit 4: Data and Information (Flat File Database)
- Unit 5: Creating Media (Introduction to Vector Graphics)
- Unit 6: Programming B (Selection in Quizzes)

- Module 2:

- Unit 1: Communication and Collaborations
- Unit 2: Creating Media (Web Page Creation)
- Unit 3: Programming A (Variables in Game)
- Unit 4: Data and Information (Introduction to Spreadsheets)
- Unit 5: Creating Media (3D Modelling)
- Unit 6: Programming B (Sensing Movement)

- Module 3:

- Unit 1: Clear Messaging in Digital Media
- Unit 2: Networks
- Unit 3: Programming Essentials in Scratch (Part 1)
- Unit 4: Modelling Data Using Spreadsheet
- Unit 5: Programming Essentials in Scratch (Part 2)
- Unit 6: Using Media (Gaining Support for a Cause)

- Module 4:

- Unit 1: Media (Vector Graphics)
- Unit 2: Layers of Computing Systems
- Unit 3: Developing for the Web
- Unit 4: Representation (From Clay to Silicone)
- Unit 5: Mobile App Development
- Unit 6: Introduction to Python Programming

- Module 5:

- Unit 1: Python Programming with sequences of data
- Unit 2: Media (Animation)
- Unit 3: Data Science
- Unit 4: Representation (Going Audio Visual)
- Unit 5: Introduction to Cyber Security
- Unit 6: Developing Physical Computing Projects



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ADVANCED



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- Module 1:
 - Unit 1: Programming Part 1 (Sequence)
 - Unit 2: Computer Systems
 - Unit 3: Programming Part 2 (Selection)
 - Unit 4: Programming Part 3 (iteration)
 - Unit 5: Programming Part 4 (Sub-Routines)
 - Unit 6: Algorithm Part 1 (Essentials)

- Module 2:
 - Unit 1: Programming Part 5 (Strings and Lists)
 - Unit 2: Data Representations
 - Unit 3: Algorithm Part 2 (Searching and Sorting)
 - Unit 4: Programming Part 6 (Dictionary and Data Files)
 - Unit 5: Impact of Technology
 - Unit 6: Computer Networks

- Module 3:
 - Unit 1: Network Security
 - Unit 2: Databases and SQL
 - Unit 3: Object Oriented Programming
 - Unit 4: Online Safety
 - Unit 5: I.T and the world of work
 - Unit 6: Media

- Module 4:
 - Unit 1: Physical Computing Programming Project (Building a Robot)
 - Unit 2: Spreadsheets
 - Unit 3: Using I.T in project management



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CODING FOR KIDS CURRICULLUM