# Team XXXXXX – Year 0/1

## Designing and Developing Digital Outcomes
## Progress Outcome Y0-3

- identify a digital device

- open an app or website to create

- use a digital device to develop manipulate, store, retrieve and share digital content

- identify the purpose of a digital device and explain what makes them digital

- create a digital presentation that reflects my understanding of what I have learned

## Apps

**Key Vocabulary**
Digital
Digital Devices
Input
Output
Digital Presentation
Application
Digital Content
Audience

### Seesaw

**WAYS TO INTEGRATE**

add ways your school uses the device

Eg All about me Book

My story writing book

My Learning Portfoliao

**WAYS TO INTEGRATE**

add ways your school uses the device

Eg All about me Book

My story writing book

My Learning Portfoliao

**WAYS TO INTEGRATE**

add ways your school uses the device

Eg All about me Book

My story writing book

My Learning Portfoliao

# Team XXXX – Year 2

## Designing and Developing Digital Outcomes
## Progress Outcome Y0-3

- identify a digital device

- open an app or website to create

- use a digital device to develop manipulate, store, retrieve and share digital content

- identify the purpose of a digital device and explain what makes them digital

- create a digital presentation that reflects my understanding of what I have learned

## Apps

**Key Vocabulary**
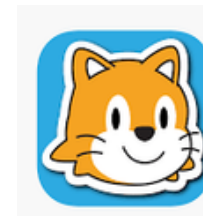Digital
Digital Devices
Input
Output
Digital Presentation
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Digital Content
Audience

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# Team XXXX – Year 3

## Designing and Developing Digital Outcomes
## Progress Outcome Y0-3

- identify a digital device

- open an app or website to create

- use a digital device to develop manipulate, store, retrieve and share digital content

- identify the purpose of a digital device and explain what makes them digital

- create a digital presentation that reflects my understanding of what I have learned

## Apps

**Key Vocabulary**
Digital
Digital Devices
Input
Output
Digital Presentation
Application
Digital Content
Audience

### Canva

**WAYS TO INTEGRATE**

add ways your school uses the device

Eg All about me Book

My story writing book

My Learning Portfoliao

### (app icon)

**WAYS TO INTEGRATE**

add ways your school uses the device

Eg All about me Book

My story writing book

My Learning Portfoliao

### Google Slides

**WAYS TO INTEGRATE**

add ways your school uses the device

Eg All about me Book

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My Learning Portfoliao

### Kahoot!

**WAYS TO INTEGRATE**

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# Team XXXX – Year 4

## Designing and Developing Digital Outcomes
## Progress Outcome Y4-6

- create and share work digitally

- select from a range of applications to develop a digital outcome

- choose the right tool to; create, manipulate, store, retrieve and share digital content

- understand the role digital devices play in our everyday lives

- explain how digital devices impact humans and how this changes over time

## Apps

**Key Vocabulary**
Digital
Digital Devices
Input
Output
Digital Presentation
Application
Digital Content
Audience

### Canva

**WAYS TO INTEGRATE**

add ways your school uses the device

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My Learning Portfoliao

### Google Slides

**WAYS TO INTEGRATE**

add ways your school uses the device

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### Kahoot!

**WAYS TO INTEGRATE**

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# Team XXXX – Year 5

## Designing and Developing Digital Outcomes
## Progress Outcome Y4-6

- create and share work digitally

- select from a range of applications to develop a digital outcome

- choose the right tool to; create, manipulate, store, retrieve and share digital content

- understand the role digital devices play in our everyday lives

- explain how digital devices impact humans and how this changes over time

## Apps

**Key Vocabulary**
Digital
Digital Devices
Input
Output
Digital Presentation
Application
Digital Content
Audience

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# Team XXXXX – Year 6

## Designing and developing digital outcomes
## Progress Outcome Y4-6

- create and share work digitally
- select from a range of applications to develop a digital outcome
- choose the right tool to; create, manipulate, store, retrieve and share digital content
- understand the role digital devices play in our everyday lives
- explain how digital devices impact humans and how this changes over time

## Apps

**Key Vocabulary**
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Digital Presentation
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Digital Content
Audience

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