

Section D: Apps for Good – BGE Links to Experiences and Outcomes

	THIRD	FOURTH
<p>Technologies</p> <p>ICT To enhance Learning</p>	<p>Links to Experiences and Outcomes:</p> <p><i>I can explore and use the features of a variety of familiar and unfamiliar software to determine the most appropriate to solve problems or issues.</i></p> <p style="text-align: right;">TCH 3-03a</p> <p><i>I enhance my learning by applying my ICT skills in different learning contexts across the curriculum.</i></p> <p style="text-align: right;">TCH 3-04a</p>	<p>Links to Experiences and Outcomes:</p> <p><i>I can approach familiar and new situations with confidence when selecting and using appropriate software to solve increasingly complex problems or issues.</i></p> <p style="text-align: right;">TCH 4-03a</p> <p><i>I can use ICT effectively in different learning contexts across the curriculum to access, select and present relevant information in a range of tasks.</i></p> <p style="text-align: right;">TCH 4-03b</p>
<p>Computer Science</p> <p>Key Themes: Technological Skills</p> <p>Young people will:</p> <ul style="list-style-type: none"> • Gain the confidence and skills to embrace, use, build and develop technologies now and in the future • Generate ideas, design and create a product collaborately • Problem solve to create an application that inspires them • Use a number of different software packages 	<p>Links to Experiences and Outcomes:</p> <p><i>I can build a digital solution which includes some aspects of multimedia to communicate information to others.</i></p> <p style="text-align: right;">TCH 3-08b</p> <p><i>Using appropriate software, I can work individually or collaboratively to design and implement a game, animation or other application.</i></p> <p style="text-align: right;">TCH 3-09a</p>	<p>Links to Experiences and Outcomes:</p> <p><i>I can integrate different media to create a digital solution which allows interaction and collaboration with others.</i></p> <p style="text-align: right;">TCH 4-08c</p> <p><i>Through research, I can gain knowledge of computer systems or emerging technologies to understand their differing features and consider their suitability for the world of work.</i></p> <p style="text-align: right;">TCH 4-08d</p> <p><i>By learning the basic principles of a programming language or control technology, I can design a solution to a scenario, implement it and evaluate its success.</i></p> <p style="text-align: right;">TCH 4-09a</p> <p><i>I can create graphics and animations using appropriate software which utilise my skills and knowledge of the application.</i></p> <p style="text-align: right;">TCH 4-09b</p>
<p>Health & Wellbeing</p> <p>Key Themes: The World of Work</p> <ul style="list-style-type: none"> • Careers information and awareness • Insights into an employment growth sector • Changing patterns of employment • Understand the role that information and communications technology (ICT) has in Scotland and in the global community 	<p>Links to Experiences and Outcomes:</p> <p><i>I am investigating different careers/occupations, ways of working, and learning and training paths. I am gaining experience that helps me to recognise the relevance of my learning, skills and interests to my future life.</i></p> <p style="text-align: right;">HWB 3-20a</p> <p><i>I am developing the skills and attributes which I will need for learning, life and work. I am gaining understanding of the relevance of my current learning to future opportunities. This is helping me to make informed choices about my life and learning.</i></p> <p style="text-align: right;">HWB 3-19a</p>	<p>Links to Experiences and Outcomes:</p> <p><i>I am investigating different careers/occupations, ways of working, and learning and training paths. I am gaining experience that helps me to recognise the relevance of my learning, skills and interests to my future life.</i></p> <p style="text-align: right;">HWB 4-20a</p> <p><i>Based on my interests, skills, strengths and preferences, I am supported to make suitable, realistic and informed choices, set manageable goals and plan for my further transitions.</i></p> <p style="text-align: right;">HWB 4-19a</p> <p><i>(I can debate the possible future impact of new and emerging technologies on economic prosperity and the environment. TCH 4-01c)</i></p>

	THIRD	FOURTH
<p>Social Studies People in society, economy and business</p> <p>Technologies Business contexts for developing technological skills and knowledge</p> <p>Key Themes: Enterprise and Employability</p> <ul style="list-style-type: none"> • Business and industry links • Basic principles in starting and running a business • Markets and research • Advertising methods and standards • Technological change and manufacturing 	<p>Links to Experiences and Outcomes:</p> <p>When participating in an enterprise activity, I can explore ethical issues relating to business practice and gain an understanding of how businesses help to satisfy needs. SOC 3-20a</p> <p>In a business environment I explore and use data handling software which allows me to search, sort, calculate and retrieve or display information. TCH 3-06a</p> <p>When participating in a collaborative enterprise activity, I can develop administrative and entrepreneurial skills which will contribute to the success of the activity. TCH 3-07a</p> <p>I can select and use a range of media to present and communicate business information. TCH 3-07b</p>	<p>Links to Experiences and Outcomes:</p> <p>I can critically examine how some economic factors can influence individuals, businesses or communities. SOC 4-20a</p> <p>By researching the organisation of a business, I can discuss the role departments and personnel' evaluating how they contribute to the success or failure of the business SOC 4- 22a</p> <p>To facilitate the transfer of skills between classroom and the world of work, I can select and use specialist equipment and appropriate software to develop administrative and management skills TCH 4-06a</p> <p>Whilst working in a simulated or real workplace, I can select and use appropriate software to carry out a range of tasks which support business and entrepreneurial activities. TCH 4-7a</p>

	THIRD	FOURTH
<p>Literacy Listening and Talking</p> <p>Key themes: Collaborative Learning</p> <ul style="list-style-type: none"> • Working in a group to scope ideas • Generating ideas about approaches and products together • Planning and organising ideas through discussion • Taking on different roles within the group • Problem solving together to find solutions 	<p>When I engage with others, I can make a relevant contribution, encourage others to contribute and acknowledge that they have the right to hold a different opinion.</p> <p>I can respond in ways appropriate to my role and use contributions to reflect on, clarify or adapt thinking. LIT 3-02a</p>	<p>When I engage with others I can make a relevant contribution, ensure that everyone has an opportunity to contribute and encourage them to take account of others' points of view or alternative solutions.</p> <p>I can respond in ways appropriate to my role, exploring and expanding on contributions to reflect on, clarify or adapt thinking. LIT 4-02a</p> <p>I can independently select ideas and relevant information for different purposes, organise essential information or ideas and any supporting detail in a logical order, and use suitable vocabulary to communicate effectively with my audience. LIT 3-06a / LIT 4-06a</p>

	THIRD	FOURTH
<p>Numeracy</p> <p>Key themes:</p> <ul style="list-style-type: none"> • Design, write and debug programs that accomplish specific goals • Interpret and solve problems by breaking them into smaller parts 	<p>I can use a variety of methods to solve number problems in familiar contexts, clearly communicating my processes and solutions. MNU 3-03a</p> <p>I can work collaboratively, making appropriate use of technology, to source information presented in a range of ways, interpret what it conveys and discuss whether I believe the information to be robust, vague or misleading. MNU 3-20a</p>	<p>Having recognised similarities between new problems and problems I have solved before, I can carry out the necessary calculations to solve problems set in unfamiliar contexts. MNU 4-03a</p>