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| **Computer Science Computational Thinking****Information Technology****Digital Literacy** | **‘Implicit Skills’**. These should be taught across a range of subjects, embedded into learning and across a range of digital devices. Saving documents and pieces of work, how to use Showbie and MS Teams will also be taught so that resources and programmes in school are used effectively and efficiently. E safety (**Digital Literacy**) should be taught implicitly as well as during Internet Safety week.Other software, apps and websites may need new logins setting up, please make a record of these. |
| **National Curriculum** | **YEAR** | **Autumn 1** | **Autumn 2** | **Spring 1** | **Spring 2**  | **Summer 1** | **Summer 2** |
| **KS1** | **1** | **Key board and mouse skills**Duration of unit 4-6 hoursSkills:Move and left click to selectClick and drag to move itemsFind letters on a keyboard and begin touch typing<https://www.ilearn2.co.uk/eyfsyear-1-mouse-and-keyboard-skills.html>**Information Technology*****Implicit Year 1 skills including but not limited to locating, opening, closing, files and folders, programs or apps. Effective use of devices. Use of touch screen (swipe, drag and drop, pinch to enlarge etc.)******Use of keyboard and mouse, identification of purpose of different keys (space, return, delete, num lock etc.)******Basic MS Office skills******How to use the internet safely and responsibly.******Effective use of remote learning software Showbie and MS Teams when appropriate.*** | **Introducing programing** Duration of unit 4-6 hoursSkills:Understand sequence and algorithmsSequence instructions (commands) to achieve and objectivePredict, write, execute and debug a simple program<https://www.ilearn2.co.uk/year-1-programming.html>other linked software/websites/apps:<https://www.bt.com/codeacake/sequencing><https://studio.code.org/users/sign_in> (requires sign in)**Computer Science Computational Thinking*****Implicit Year 1 skills including but not limited to locating, opening, closing, files and folders, programs or apps. Effective use of devices. Use of touch screen (swipe, drag and drop, pinch to enlarge etc.)******Use of keyboard and mouse, identification of purpose of different keys (space, return, delete, num lock etc.)******Basic MS Office skills******How to use the internet safely and responsibly.******Effective use of remote learning software Showbie and MS Teams when appropriate.*** | **Text & Images**Duration of unit 3-4 hoursSkills:Add, move and resize images then add text and adjust size and placementAdd, resize and place images on a page then add and position text to label and describe imagesUse word banks to write sentences about images<https://www.ilearn2.co.uk/year-1-text--images.html>**Information Technology*****Implicit Year 1 skills including but not limited to locating, opening, closing, files and folders, programs or apps. Effective use of devices. Use of touch screen (swipe, drag and drop, pinch to enlarge etc.)******Use of keyboard and mouse, identification of purpose of different keys (space, return, delete, num lock etc.)******Basic MS Office skills******How to use the internet safely and responsibly.******Effective use of remote learning software Showbie and MS Teams when appropriate.*** | **Comic creation**Duration of unit 1-2 hours utilising skills from text & images unitSkills:Add a suitable background to panelsUse different controls to move around a comic and make space, e.g. zoom, minimise menusAdd, resize, move and rotate objects including charactersAdd and resize text boxes and speech bubbles<https://www.ilearn2.co.uk/year-1-comic-creation.html>other linked software/websites/apps:<http://biomediaproject.com/bmp/files/LEGO/gms/online/City/ComicBuilder/FramePage.html>cross curricular for literacy or presenting topic or science information**Information Technology*****Implicit Year 1 skills including but not limited to locating, opening, closing, files and folders, programs or apps. Effective use of devices. Use of touch screen (swipe, drag and drop, pinch to enlarge etc.)******Use of keyboard and mouse, identification of purpose of different keys (space, return, delete, num lock etc.)******Basic MS Office skills******How to use the internet safely and responsibly.******Effective use of remote learning software Showbie and MS Teams when appropriate.*** | **Design**Duration of unit 1-2 hoursSkills:Change the colour and pattern of elementsPosition and rotate objects on a designPosition objects in relation to each other<https://www.ilearn2.co.uk/year13ddesign.html>**Information Technology****Using KidRex – Research animals** **Digital Literacy*****Implicit Year 1 skills including but not limited to locating, opening, closing, files and folders, programs or apps. Effective use of devices. Use of touch screen (swipe, drag and drop, pinch to enlarge etc.)******Use of keyboard and mouse, identification of purpose of different keys (space, return, delete, num lock etc.)******Basic MS Office skills******How to use the internet safely and responsibly.******Effective use of remote learning software Showbie and MS Teams when appropriate.*** | **Music Creation**Duration of unit 1-2 hoursSkills:Create a rhythm using a pattern of beatsCreate digital sounds using patterns and shapesCreate a simple melodyUsing patterns and adjust tempo<https://www.ilearn2.co.uk/4400.html>cross curricular music links but not to replace items in the music curriculum**Information Technology*****Implicit Year 1 skills including but not limited to locating, opening, closing, files and folders, programs or apps. Effective use of devices. Use of touch screen (swipe, drag and drop, pinch to enlarge etc.)******Use of keyboard and mouse, identification of purpose of different keys (space, return, delete, num lock etc.)******Basic MS Office skills******How to use the internet safely and responsibly.******Effective use of remote learning software Showbie and MS Teams when appropriate.*** |
| **Pupils should be taught to:*** **understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions**
* **create and debug simple programs**
* **use logical reasoning to predict the behaviour of simple programs**
* **use technology purposefully to create, organise, store, manipulate and retrieve digital content**
* **recognise common uses of information technology beyond school**
* **use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies**
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| **2** | **Digital Art**Duration of unit 2-3 hoursSkills:Use lines and fill tools to create interesting patternsAdd a variety of shapes (outline and fill) and label them with text<https://www.ilearn2.co.uk/year-2-digital-art.html>other linked software/websites/apps:<https://www.pixilart.com/>**Information Technology*****Implicit Year 2 skills as year 1 above*** | **Introduction to Animation**Duration of unit 3-4 hoursSkills:Add a background and object to a frameCopy/clone a frame and move objects to create an animationCreate screen recording animation (requires iPad)Create stop motion animation with photos (requires iPad)<https://www.ilearn2.co.uk/year-2-animation.html>other linked software/websites/apps:<https://www.j2e.com/jit5#animate><https://www.abcya.com/games/animate><https://apps.apple.com/gb/app/i-can-animate-lite/id950631539>cross curricular opportunities for story telling or sharing/presenting information**Information Technology*****Implicit Year 2 skills as year 1 above*** | **Introducing Data Handling & Typing**Duration of unit 3-4 hoursSkills:Understand what data is and collect it as a tallyLabel a pictogram and add data to each columnEdit a table with correct titles and numbersCreate a bar chart/pie chart/line chart suitable for the dataExplain what a pictogram/bar chart/line chart shows<https://www.ilearn2.co.uk/year-2-data-handling.html>other linked software/websites/apps:<https://www.j2e.com/jit5#chart><https://www.j2e.com/jit5#pictogram><https://www.j2e.com/jit5#chart>Cross curricular opportunities for presenting data in maths or topic**Information Technology****Typing**Duration of unit ongoing (suggest weekly 20 mins as a skill within other subjects or as a explicit skill)Touch typing<https://www.ilearn2.co.uk/touch-typing.html>other linked software/websites:<https://www.bbc.co.uk/bitesize/topics/zf2f9j6/articles/z3c6tfr>**Information Technology*****Implicit Year 2 skills as year 1 above*** | **E-book Creation**Duration of unit 4 hoursSkills:Add a book cover with title, author, colour and imageAdd multiple pages based on a themeAdd text on different pagesAdd images on different pages to match the them/textAdd voice recordings to match the text/theme<https://www.ilearn2.co.uk/eboookcreationks1.html>other linked software/websites/apps:<https://www.writereader.com/en>cross curricular opportunities for presenting information in topic or science, story telling in literacy, RE**Information Technology*****Implicit Year 2 skills as year 1 above*** | **Develop Programming & Programming with Scratch Jr**Skills:Create and debug simple programsUse logical reasoning to predict the behaviour of simple programsSimplify a program by using a loop<https://www.ilearn2.co.uk/year-2-programming.html>other linked software/websites/apps:<https://apps.apple.com/us/app/lightbot-code-hour/id873943739><https://studio.code.org/users/sign_in> (requires sign in)Scratch JrDuration of unit 3-4 hoursSkills:Program movementsProgram outputs for audio or textFind errors in a program (debug)Program inputs (touching or clicking)Program conditions (if statements)<https://www.ilearn2.co.uk/year-2-scratch-jr.html>other linked software/websites/apps:<https://apps.apple.com/us/app/scratchjr/id895485086?ls=1>**Computer Science****Computational Thinking*****Implicit Year 2 skills as year 1 above*** | **Recognise uses of IT**Duration of unit 1-2 hoursSkills:Understand what makes a computer a computerSpot digital technology in schoolRecognise common use of information technology in school and beyond<https://www.ilearn2.co.uk/year-2-uses-of-it.html>**Digital Literacy*****Implicit Year 2 skills as year 1 above*** |
| **KS2** | **3** | **Programming in Scratch**Duration of unit 4-6 hoursSkills:Design, write and debug programs that accomplish specific goals (including outputs)Use repetition in programsWork with various forms of inputs: keyboard, mouse and touch screenWrite programs to simulate physical systems<https://www.ilearn2.co.uk/y3scratch.html>other linked software/websites/apps:<https://scratch.mit.edu/>**Document editing and Creation**   Duration of unit 1-2 hours Skills: Copy and paste text and images Find and replace words Format text for a purpose   <https://www.ilearn2.co.uk/document.html> **Computer Science****Computational Thinking** **Information Technology*****Implicit skills continue from KS1.******Additionally: organisational skills managing folder and documents.******Effective, efficient and safe internet searching skills – improving and narrowing searches******Interrogation of search results for reliability******Enhanced keyboard skills to include CTRL + shortcuts******Increased MS Office fluency******Increased MS Teams Showbie familiarity*** | **Typing**Develop correct hand and finger positions for touch typing <https://www.ilearn2.co.uk/touch-typing.html>**Digital Literacy*****Implicit skills continue from KS1.******Additionally: organisational skills managing folder and documents.******Effective, efficient and safe internet searching skills – improving and narrowing searches******Interrogation of search results for reliability******Enhanced keyboard skills to include CTRL + shortcuts******Increased MS Office fluency******Increased MS Teams Showbie familiarity*****Information Technology*****Implicit skills continue from KS1.******Additionally: organisational skills managing folder and documents.******Effective, efficient and safe internet searching skills – improving and narrowing searches******Interrogation of search results for reliability******Enhanced keyboard skills to include CTRL + shortcuts******Increased MS Office fluency******Increased MS Teams Showbie familiarity*** | **Comic Creation**Duration of unit 3-4 hoursSkills:Add, resize and organise colour or picture backgroundsAdd, resize, organise characters/objects to different panelsAdd narration using text and direct speech using bubbles<https://www.ilearn2.co.uk/comiccreationteacherfree.html>other linked software/websites/apps:<https://www.makebeliefscomix.com/Comix/>**Information Technology**Programming in KoduDuration of unit 3-5 hoursSkills:Create a 3D place using various design toolsWrite a program to control using keyboard inputsWrite a program with conditionsWrite a program with variables<https://www.ilearn2.co.uk/year-3-kodu.html>other linked software/website/apps:<http://www.microsoft.com/en-us/download/details.aspx?id=10056>**Computer Science****Computational Thinking*****Implicit skills continue from KS1.******Additionally: organisational skills managing folder and documents.******Effective, efficient and safe internet searching skills – improving and narrowing searches******Interrogation of search results for reliability******Enhanced keyboard skills to include CTRL + shortcuts******Increased MS Office fluency******Increased MS Teams Showbie familiarity*** | **E Safety**E safety day plus use technology safely, respectfully & responsibly; recognise acceptable/unacceptable behaviour; identify ways to report concerns about content and contact <https://www.ilearn2.co.uk/e-safety---key-stage-2.html>**Digital Literacy*****Implicit skills continue from KS1.******Additionally: organisational skills managing folder and documents.******Effective, efficient and safe internet searching skills – improving and narrowing searches******Interrogation of search results for reliability******Enhanced keyboard skills to include CTRL + shortcuts******Increased MS Office fluency******Increased MS Teams Showbie familiarity*** | **Information Technology****Digital Art**Duration of unit 4-6 hoursSkills:Use various lines and fill tools plus copy/paste and rotation to create pattern effectsUse shapes, fill, copy/paste zoom and flip to create reflective symmetry effectsUse stamps, copy/paste, layers and multiple frames to create animated GIF computer graphics<https://www.ilearn2.co.uk/year3digitalart.html>other linked software/website/apps:<https://www.pixilart.com/>Additional Microsoft Paint Project <https://www.ilearn2.co.uk/paint.html>Additional Google Drawing Project<https://www.ilearn2.co.uk/googledrawstudents.html> **Information Technology*****Implicit skills continue from KS1.******Additionally: organisational skills managing folder and documents.******Effective, efficient and safe internet searching skills – improving and narrowing searches******Interrogation of search results for reliability******Enhanced keyboard skills to include CTRL + shortcuts******Increased MS Office fluency******Increased MS Teams Showbie familiarity*** | **Music Creation**Duration of unit 3-4 hoursSkills:Create ascending and descending scales, add chords evenly across the scalesAdd arpeggios and melodiesAdd a steady and even rhythmUse sampled sounds to create an effective mixBuild beats, melody (tones) and effects<https://www.ilearn2.co.uk/year3music.html>other linked software/websites/apps:<https://musiclab.chromeexperiments.com/Song-Maker/><https://www.incredibox.com/demo/v4><http://www.isleoftune.com/>supplements music curriculum |
| **Pupils should be taught to:*** **design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts**
* **use sequence, selection, and repetition in programs; work with variables and various forms of input and output**
* **use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs**
* **use search technologies effectively, appreciate how results are selected and ranked**
* **select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information**
* **be discerning in evaluating digital content**
* **understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration**
* **use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.**
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| **4** | ***Implicit skills as year 4 above*****3D design**Duration of unit 3-5 hoursSkills:Using CAD (computer aided design) software to build a 3D town/villageUnderstand 3D special awarenessAdd 3D shapes, resize, adjust height, duplicate and use the different perspectiveRecreating different types of buildings using 3D shapesCreate roads/paths by adjusting the height of 3D shapesAdd windows and door shapes<https://www.ilearn2.co.uk/3ddesignteacher.html><https://www.tinkercad.com/>Related projectsCastle<https://www.ilearn2.co.uk/castlesknightspreview-863287.html>**Information Technology*****Implicit skills as year 4 above***other linked software/websites/apps: |  | **E Safety**  E safety day plus use technology safely, respectfully & responsibly; recognise acceptable/unacceptable behaviour; identify ways to report concerns about content and contact  <https://www.ilearn2.co.uk/e-safety---key-stage-2.html>  | **E book creation**Duration of unit 3-5 hoursSkills:Add page colour and style, then position and format textAdd and position images from camera/internetAdd audio including hiding it behind an objectAdd hyperlinks to text and imagesAdd and format shapesUse hyperlinks for navigation<https://www.ilearn2.co.uk/year-4-ebook-creation.html>other linked software/websites/apps:<https://webqr.com/>**Information Technology** | **Data Handling**Duration of unit 3-4 hoursSkills:Find and present data as a table and suitable chartGive chart a suitable title and label axis correctlySelect and use non adjacent cells and resize multiple cell widths<https://www.ilearn2.co.uk/year4datahandling.html>other linked software/websites/apps:Microsoft excelChildren need to complete task one of this activity <https://www.ilearn2.co.uk/year-4-research.html> first<http://www.uksafari.com/creepycrawlies.htm>**Information Technology*****Implicit skills as year 4 above*** | **Video Editing**Duration of unit 2-3 hoursSkills:Add clips then order and resize themAdd titles to clips and change themesAdd voiceovers and musicAdd filters to clipsExport a project<https://www.ilearn2.co.uk/imovieteachers.html>Other linked software/webistes/apps:iMovie for iPads<https://spark.adobe.com/make/video-maker/>login setup requiredadditional projectsGreen screen<https://www.ilearn2.co.uk/greenscreenstudents.html>other linked software/websites/apps:Do ink app<https://apps.apple.com/gb/app/green-screen-by-do-ink/id730091131>**Information Technology*****Implicit skills as year 4 above*** |
| **5** | **Music Creation**Duration of unit 3-4 hoursSkills:Layer tracks using sounds and effectsCreate effective instrument tracksEdit tracks and effectively adjust volume and add effectsBuild a song using Live Loops<https://www.ilearn2.co.uk/year-5-music-creation.html>other linked software/website/apps:[www.beepbox.co](http://www.beepbox.co) also garage band on iPads**Information Technology*****Implicit skills as year 3 and 4 above, awareness of feedback on blogging activities and also effect of feedback on Showbie work******Internet safety to include awareness of footprint terms such as grooming, sexting and how to manage risk online.*** | **Computer Networks and the Internet** Duration of unit 2-3 hoursSkills:Understand computer networks, including the internet; how they can provide multiple services, such as the World Wide Web, and the opportunities they offer for communication and collaboration<https://www.ilearn2.co.uk/year-5-computer-networks.html>**Digital Literacy** | **Programming in Scratch**Duration of unit 5-7 hoursSkills:Program list variables that are chosen randomlyProgram inputs, conditions and sensing for interaction, data variables for scoring and a game timerProgram inputs, outputs, loops, conditions, sensing and variables<https://www.ilearn2.co.uk/y5scratch.html>other linked software/website/apps:<https://scratch.mit.edu/>Additional microbit projects (CLHS use microbits in transition activity for Y6)Links to Y5 physical devices unit**Computer Science****Computational Thinking*****Implicit skills as year 3 and 4 above, awareness of feedback on blogging activities and also effect of feedback on Showbie work******Internet safety to include awareness of footprint terms such as grooming, sexting and how to manage risk online.*** | **E Book Creation**Duration of unit 3-5 hoursSkills:Add page colour and style then position and format textAdd and position images from camera/internetAdd audio including hiding it behind an objectAdd hyperlinks to text and imagesAdd and format shapesUse hyperlinks for navigationEmbed content such as maps or videos<https://www.ilearn2.co.uk/year-5-ebook-creation.html>Other linked software/website/apps<https://app.bookcreator.com/sign-in><https://webqr.com/>**Information Technology*****Implicit skills as year 3 and 4 above, awareness of feedback on blogging activities and also effect of feedback on Showbie work******Internet safety to include awareness of footprint terms such as grooming, sexting and how to manage risk online.*** | **App Design**Duration of unit 4-6 hoursSkills:Adjust slide to mimic a phone/tablet sizeAdd text and images to a slideAdd icons and text to use as navigationDuplicate slides to create multiple pages of the appCreate hyperlinks for navigation<https://www.ilearn2.co.uk/appdesignteacher.html>other linked software/website/apps:Microsoft PowerPointGoogle Slides**Information Technology*****Implicit skills as year 3 and 4 above, awareness of feedback on blogging activities and also effect of feedback on Showbie work******Internet safety to include awareness of footprint terms such as grooming, sexting and how to manage risk online.*** | **Data Handling**Duration of unit 3-5 hoursSkills:Select and use non adjacent cells plus resize multiple cell widths and copy/paste cellsUse formulae to find totals, averages and minimum/maximum numbersSelect the correct chart to present dataAnswer ‘what if…?’ questions<https://www.ilearn2.co.uk/year5datahandling.html>other linked software/website/apps:Microsoft excel<https://www.google.co.uk/maps/>**Information Technology*****Implicit skills as year 3 and 4 above, awareness of feedback on blogging activities and also effect of feedback on Showbie work******Internet safety to include awareness of footprint terms such as grooming, sexting and how to manage risk online.*** |
| **6** | **Programming in Scratch**Duration of unit 6-8 hoursSkills:Program inputs, conditions, random variables, for unpredictability, game timerProgram inputs, conditions, sensing, random variables, operators for direction, and data variables for scoringUse inputs, conditions, loops, sensing, costume changes and broadcasts<https://www.ilearn2.co.uk/y6scratch.html>Other linked software/websites/apps:<https://scratch.mit.edu/>**Computer Science****Computational Thinking*****Implicit skills build on year 3, 4 and 5 above.******Internet safety to include awareness of footprint terms such as grooming, sexting and how to manage risk online.*** | **Graphic design**Duration of unit 2-3 hoursSkills:Add, adjust and fill shapes, group shapes to improve accuracy and speedAdd ands customise gradient effectsAdjust transparency/opacity for a purposeUse a colour picker correctlyAccurately rotate shapes<https://www.ilearn2.co.uk/year6graphicdesign.html>other linked software/websites/apps:Microsoft PowerPointGoogle Slides**Information Technology*****Implicit skills build on year 3, 4 and 5 above.******Internet safety to include awareness of footprint terms such as grooming, sexting and how to manage risk online.*****Programming in Python**Duration of unit 2-3 hoursSkills:Program movements using Python TurtleUsing the PRINT command for textProgram a simple calculator in PythonProgram loops to repeat textsProgram interactive inputs<https://www.ilearn2.co.uk/year-6-python-programming.html>other linked software/websites/apps:<https://codecombat.com/><https://repl.it/languages/python_turtle><https://repl.it/languages/python3>**Computer Science****Computational Thinking*****Implicit skills build on year 3, 4 and 5 above.******Internet safety to include awareness of footprint terms such as grooming, sexting and how to manage risk online.*** | **Image editing**Duration of unit 2-3 hoursSkills:Take and crop a screenshot and understand ratiosAdjust the colours, brightness, contrast and filtersAdd drawing and text layersImport new images as layers and resize/add effectsSave finished image to use in other projects<https://www.ilearn2.co.uk/imageeditingteacher.html>other linked software/websites/apps:<https://pixlr.com/x/><https://www.google.com/maps>**Information Technology*****Implicit skills build on year 3, 4 and 5 above.******Internet safety to include awareness of footprint terms such as grooming, sexting and how to manage risk online.*****E - Safety**1. Understand what to do if something upsets you online.  2. Understand why and how people can be nasty online.  3. Describe the term ‘sharing online’ and why we need to get permission to share photos and videos of other people.  4. Understand why people pretend to be someone else online.  5. Understand why we only talk to people we know in the real world, when online.  6. Understand why we should not always trust what we read online and how to check  7. Understand the importance of being kind in the real world and also online.   8. Understand how to protect digital content with a strong password.  9. Understand the importance of using avatars and how to make them.   | **Virtual reality**Duration of unit 5-8 hoursSkills:Understand what virtual reality is and how it can be used to help peopleAdd, move and resize objects in a virtual reality environmentAnimate objects for realismUse code blocks to add movement (with grouping) and interactions (conditions)Create multiple scenes of VR environments<https://www.ilearn2.co.uk/virtualrealityteacher.html>other linked software/websites/apps:<https://cospaces.io/edu/><https://cospaces.io/edu/tech-check.html#vr><https://store.google.com/product/google_cardboard?utm_source=google-cardboard&utm_medium=MS&utm_campaign=Google_Cardboard><https://apps.apple.com/us/app/cospaces-edu/id1224622426><https://www.ilearn2.co.uk/augmentedreality.html>**Information Technology*****Implicit skills build on year 3, 4 and 5 above.******Internet safety to include awareness of footprint terms such as grooming, sexting and how to manage risk online.*** | **Computers past present future**Duration of unit 2-3 hoursSkills:Design and create digital content to accomplish goalsUse search technologies effectively and discerning in evaluating digital contentUnderstand how technology has changed over time. Combine text and images to present ideasUnderstand the impact (positive/negative) technological changes have on societyPredict how technology will change in the future<https://www.ilearn2.co.uk/year-6-computers-past-present-future.html>other linked software/websites/apps:MS Word, PowerPoint, Publisher<http://www.readwritethink.org/files/resources/interactives/timeline_2/><https://apps.apple.com/gb/app/timeline-3d/id1015123311>**Information Technology*****Implicit skills build on year 3, 4 and 5 above.******Internet safety to include awareness of footprint terms such as grooming, sexting and how to manage risk online.*** | **Binary Code**Learn about and understand why computers/electronics use binary code  |