Year 5 - Spring – STEAM Challenges

What I should already know

- To solve an open-ended problem by breaking it up into smaller parts.

- To be able to design and write a program for a given purpose including specific programming features and improve if necessary.

- To be able improve the quality and presentation of my work.

- To be able to create with technology

Vocabulary

STEAM

Bit & Bytes

Cache

Peripheral

Pixel

Sticky Knowledge and skills

- STEAM activities are activities linked with a particular area of learning

- we use computational thinking to solve problems.