Choose Tech Sample Programme Guide for Educators

Please use this information as a guide to get started with the programme.

To achieve a Bronze Award, learners need to achieve a minimum of 250 points and these points must be made up of at least 50 from each core category (Citizen, Worker, Maker, Gamer Entrepreneur). Points outside of these core categories can be earned through the Maker Category or one of the other categories. There are currently over 80 different Bronze Badges available. Learners can achieve multiple Bronze Awards and if they complete 50 (or more) Bronze badges in the core categories they can earn the Badge Champion Special Achievement award. They can also progress to Silver and Gold Tier.

Badges can be selected by you to work with your subject topics or curriculum. As a starting point we do recommend starting with Citizenship Badges but also the FIT Digital Pathways badge (Worker section). Choose Tech is used more and more during Career Guidance Classes.

Also included are the Top 5 badges per category to use as a starting point for your class. Each badge takes approximately 15 minutes to complete though the badges can be completed a learner's own pace. Badges can be completed as per your time frame – we recommend hosting a 'Choose Tech Class' at least once a week over 6-13 weeks.

Below is an example of how teachers are using Choose Tech;

- Mapping Badges to curricula and incorporating them in schemes of work.
- Extra curricula lunch or after-school clubs
- Choose Tech is official Skills Challenge Partner with Gaisce Presidents Award and can be used as evidence of new skill development for participants
- Setting Badges as homework to reinforce/ support what was covered in lesson time.
- Using iDEA Badges to expand the in-class conversation and empower students to share their thinking.
- Using iDEA Badges to help introduce a topic before teaching a lesson on it
- As part of ideas for Citizenship projects
- Use Choose Tech for CPD – the Record of Achievement can be used to provide evidence of this!

MOST POPULAR BADGES PER CATEGORY				
Citizen	**Worker**	**Maker**	**Entrepreneur**	**Gamer**
1. Safe Online 2. Fake News 3. Cyber Spies 4. Brain Hack 5. Data Play	1. What is AI? 2. Digital Pathways 3. Digital Careers 4. What is AI 5. Interviews	1. Graphic Design 2. Animation 3. Colours 4. Virtual Reality 5. AI Project Cycle	1. Problem Solving 2. Advertising 3. Growth Mindset 4. Blockchain 5. Innovation	1. Intro to Gaming 2. BAFTA Game Concept 3. Game Designer

.

Subject delivery – IT	Key question/concept	Knowledge and skills taught	Key vocabulary taught	Links to other topics and ties to curriculum ** All =Digital Literacy, Biology, Physics, Chemistry, Business, Climate Action and Sustainable Development, aligning with learning objectives of Senior Cycle Redevelopment Plan 2024	CITIZEN Points
BRAIN HACK 	How does your brain work?	How to study & retain information Developing new pathways inside the brain All about neurons - the special cells in your brain that use electricity to generate your thoughts. How learning is building How to use the Pomodoro Technique to hack your learning. What interleaved learning is.	Neuron Axon Pathway Failure Pomodoro Technique	Science Biology Chemistry	8
E-SAFETY AND ONLINE ETIQUETTE 	What is E-safety?	How to stay safe online How to avoid being a victim of fraud and theft Online. Setting up Privacy settings.	Privacy Privacy settings Billboard Method	Citizenship Computing Safeguarding	10

SAFE ONLINE	How do you stay safe online?	How to Stay safe online How to avoid being tricked by hackers and online trolls. How to manage online profiles How to set up passwords and settings.	Password Phishing Safety Etiquette Ethics Responsibility	Citizenship English Computing	10
CYBER SECURITY	How do you protect data online?	How to create simple Ciphers Identifying weaknesses and protecting them The principles of good passwords Checking code for security holes	Brute force attack Ethical hacking String Password	Maths English Computing	8
CYBER SPIES	How do I protect from hackers?	How to protect and fortify a website to keep it safe from hackers. How to survive a cyber-attack Cyber security techniques Hacking, trojans and backdoors Denial of service attacks (DDoS) Encryption Different career paths a security expert can take	Trojan Firewall DDoS Fortifying code Encryption	Citizenship Citizenship Safeguarding Maths	10
FAKE NEWS	How can I be aware and know about real and fake news sources online?	Understanding the difference between real and fake news sources Tools to use to become aware of fake news and how to safely source information online	Clickbait Virus Malware	English Maths Citizenship	5

				Computing
				Safeguarding
				Science

Subject delivery – IT	Key question/concept	Knowledge and skills taught	Key vocabulary taught	Links to other topics and ties to curriculum	WORKER Points
FIT DIGITAL PATHWAYS	What sort of career pathways do I have if I am thinking about entering the Technology Sector?	Understanding the different pathways available to learners in technology (through FIT: Software Development, Computer Networking, Cybersecurity)	Tech Apprenticeships Career Opportunities Challenges	ART Business Citizenship Computing Safeguarding	5
DIGITAL CAREERS	What can I expect if I choose Digital Careers as my future profession?	Understanding the range of industries involving technology	Digital Industry Programming Design Marketing Business	ART Business Citizenship Computing	5

				Safeguarding	
DESIGN PSYCHOLOGY	How do I create engaging web designs?	The psychology of web design. Safety on websites. Psychology of colours on websites. Content curation Psychology of design Design thinking	User Experience User Design Typography Credibility	Psychology Art Business Design technology English	8
DIGITAL RESEARCH	How do I research online effectively?	Tips and tricks for finding things out online. Short-cuts in Google which save time and effort. How to make sure your research is accurate. Using advance search operations	Digital footprint Search parameters Advance Search operations	ALL SUBJECTS	20
PROBLEM SOLVING WITH AI	What ways does Artificial Intelligence shape the world around me?	How AI is being used in powerful, positive ways to solve global issues, innovation, creativity and potential	Machine Learning AI Solutions System Mapping Problem Solving	Citizenship Computing Safeguarding Art	12

Subject delivery – IT	Key question/concept	Knowledge and skills taught	Key vocabulary taught	Links to other topics and ties to curriculum	ENTREPRENEUR Points
JARGON BUSTER	Understanding business Jargon and Definitions	How we use jargon How to understand common jargon Learn how to weigh up risks when using jargon	Business Service Goods Product Profit	Business Computing Citizenship Safeguarding	8
BIG DATA	Understanding the uses of big data	'Big Data' introduction History of Big Data Security and safety of big data	Velocity Veracity Variety Volume	Citizenship Computing Safeguarding Science	8
ADVERTISING	What is Advertising	The History of Advertising The Purpose of Advertising Different Advertising Approaches Benefits & Limitations of Online Advertising	Awareness Knowledge Liking Preference Conviction Purchase	Design technology English	10
GROWTH HACKING	What is growth hacking for the digital age	Product Market Fit AARRR Growth hacking is finding clever ways to get	Product Market Fit Customer base AARRR	Citizenship English Drama	8

		people talking about your business. Marketing for the digital age		Geography Business Maths	
INNOVATION	What is innovation in business?	The different types of innovation The importance of audience insight Popular innovation models. The ingredients of the perfect innovation team	Breakthrough innovation Disruptive Innovation	Design technology English Science	8
RESEARCHER	Understanding research roles	Using research techniques to investigate digital footprints Developing an understanding of the role of a researcher Using information to investigate patterns and analysis results.	Trends Research Digital footprint Search parameters Advance Search operations	All subjects	10

Subject delivery – Makers	Key question/concept	Knowledge and skills taught	Key vocabulary taught	Links to other topics and ties to curriculum	MAKER Points
AUTOMATION	Understanding Life hacks are smart ways to use tech and make everyday life easier	What is a algorithms and variables? How the Internet of Things is used to control things in the real world and how to start making your own life hacks.	Coding Algorithms Internet of Things Problem Solving Trigger	Science Design technology Computing Businesses	20
ANIMATION	Understanding Animation.	How frames create animation by giving a character a walk cycle How frame rates affect the look and feel of animation How to apply animation to UX (User Experience) design in apps	Animation User Experience Visualisation Creativity	Art Science Design technology Computing Businesses Psychology	10
jQuery	Using jQuery.	Combine coding in jQuery with HTML and CSS. Make animated images. Use jQuery to develop your own website	HTML CSS jQuery Animation	Art Computing Businesses Citizenship Maths	15

COLOURS	How do I use colours effectively when creating digital products?	Using colours effectively in digital products. Matching colours to customer and business preference. Using colours in design	Saturation Grayscale Lightness Hue	ART Business Citizenship Computing Safeguarding	10
Subject: Gamer	**Key Question / Concept**	**Knowledge & Skills Taught**	**Key Vocabulary Taught**	**Links to other topics and ties to the curriculum**	**GAMER points**
Intro to Gaming	Take a peek into the evolving and sizable gaming industry. Find out how to start making your own computer games	Game design basics and principles. Creating digital animations	Gaming Creativity	Art Technology Science Business	**8 points**

Game Designer 	Explore a day in the life of a gamer and understand functions in gaming and how it effects game storyboard development	Game based learning. Problem solving and game development	Gameplay Marketing Apps Creativity	Art Technology Science Business	**10 points**
Make a Game 	Develop a game using computer language Python	Computer coding language and functionality	Coding Programming Python Logic Development	Art Technology Science Business	**5 points**