

Plan for Technological Understanding at Munkebjerg School

At Munkebjerg School, we actively integrate technological understanding as a core part of the curriculum across all grade levels. In collaboration with our municipality's initiative, "Children in the Robot City," we have a structured plan to develop pupils' digital competencies and prepare them for the technological challenges of the future.

Each grade level engages with specific technologies and tasks, working practically and across disciplines with technology. Younger pupils are introduced to tools such as BlueBots and LEGO Essentials, while pupils in Year 3 gain experience with 3D printing and participate in the World Robotic Olympiad. At this stage, pupils begin block programming using accessible platforms like Scratch, where they learn to create interactive stories, games, and animations. This builds a fundamental understanding of logic, algorithms, and creative problem-solving.

From Year 4, Chromebooks are issued, while pupils from Year 7 bring their own computers. This ensures a smooth transition and access to digital tools throughout their schooling. For pupils who cannot bring their own computers, the school loans Chromebooks, ensuring equal opportunities for technological learning.

An essential aspect of the curriculum is digital citizenship and data security. From the earliest grades, pupils learn about secure passwords and good digital behaviour, while middle school focuses on responsible communication, critical evaluation of content, and legislation concerning digital behaviour. In the upper grades, we delve deeper into topics such as privacy protection, data ethics, and managing digital violations. Pupils are equipped to navigate the digital world safely, including understanding their rights under GDPR and the responsible handling of personal data.

The project plan for "Children in the Robot City" spans three phases over a ten-year period. The first phase focuses on collaboration with parents and the local community to support pupils' initial encounter with technology. The second phase systematises and expands the curriculum, while the third phase aims to develop digitally competent youth who can apply technology in practice and participate in an annual event that brings children from across the city together to engage in technology and learning.

We also prioritise strategic partnerships with educational institutions and businesses to make technology more tangible for pupils. Through collaborations with companies and technological institutions, pupils gain insight into the application of technology in various industries and inspiration for technology-focused educational pathways.

At Munkebjerg School, we strive to ensure that pupils are not merely passive users of technology but active creators who understand its influence and can use their skills to contribute to a technology-driven society. With a comprehensive plan that integrates digital skills, digital citizenship, and strategic partnerships, we prepare pupils to navigate confidently and innovatively in a digital future.

Our Specific Technology Plan for the School Year 2024/2025

Grade	Technologies	Mandatory Tasks
Reception (Year 0)	Technological understanding course	BlueBots Unplugged Programming/Lightbot
Year 1	LEGO Essentials	
Year 2	LEGO Essentials	CoSpaces
Year 3	LEGO Essentials	3D Printing LIFE - Solar Power World Robotic Olympiad (WRO)
Year 4	Scratch (transition from Scratch Junior)	CoSpaces (The Experiment) Micro:bit
Year 5	Makerspace	Science Marathon Autopilot - LIFE Foundation (programming self-driving cars) Planning and conducting Makerspace courses
Year 6	Scratch (Coding Class)	Science Marathon Autopilot
Year 7	LEGO Prime	CoSpaces LEGO Prime in Mathematics CoSpaces in History

Year 8

LEGO Prime

CoSpaces

Micro:bit - English

Artificial Intelligence in Social Media

Board Game Development (optional course, agreed across the grade at the beginning of the school year)

Year 9

Product development in cultural subjects and the final project

Utilising technologies where relevant