

**Suggested prior learning** [Electrical systems: Electric poster](#)

**Intended outcome of the unit**

Pupils who are **secure** will be able to:

- Give a brief explanation of the digital revolution and/or remember key examples.
- Suggest a feature from the Micro:bit that is suitable for an eCharm.
- Write a program that initiates a flashing LED panel, or another pattern, on the Micro:bit when a button is pressed.
- Identify errors, if testing is unsuccessful, by comparing their code to a correct example.
- Explain the basic functionality of their finished program.
- Suggest key features for a pouch, with some consideration for the overall theme and the user.
- Use a template when cutting and assembling a pouch, with some support.
- Describe what is meant by 'point of sale display' with an example.
- Follow basic design requirements using computer-aided design, drawing at least one shape with a text box and bright colours, following a demonstration.
- Evaluate their design.

**Key Vocab**

smart wearables  
 product design  
 digital revolution  
 technology  
 analogue  
 digital  
 feature  
 function  
 digital world  
 Micro:bit  
 electronic products  
 program  
 loops  
 initiate  
 simulator  
 control

monitor  
 sense  
 template  
 develop  
 fasten  
 test  
 user  
 CAD (computer-aided design)  
 point of sale  
 display  
 badge  
 stand  
 net  
 design requirements  
 layers

**Unit specific links:**

[Knowledge organiser - DT: Y3 Digital world: Electronic charm](#)

**Week 1**

**Week 2**

**Week 3**

**Week 4**

[Lesson 1: Smart wearables](#)

[Lesson 2: Programming an eCharm](#)

[Lesson 3: eCharm pouches](#)

[Lesson 4: Point of sale displays](#)

## **Suggested Next Steps**

[Digital world: Mindful moments timer](#)