

**Curriculum pathway:**

**Key Vocabulary:**

Design thinker – the process of creating a product from start to finish, ensuring it’s right for the person who needs to use it

Iterative - doing something again and again, usually to improve it

Empathy - to be aware of the feelings of others and imagine what it might be like to be in their position

Stakeholder - a person, group or organization with a vested interest, or stake, in the decision-making and activities of a business, organization or project.

Ideate - to form or have an idea of; to imagine or conceive

**Computing Year 6**

**Autumn 2**

**goIT**

**Key Facts:**

People use design thinking to solve everyday problems.

Artificial Intelligence (AI) is the process giving computers the ability to do the same tasks humans can.

**Key Questions:**

What are the different steps of design thinking?

What could an AI do to make today’s jobs easier?