Information Communication Technology (ICT) Capability

ICT supports students to be effective users of technology.

- Develops skills and understandings in managing and operating ICT to investigate, create and communicate.
- Incorporates digital citizenship when considering the ethical and social impacts of using technologies.
- Is explicitly planned and taught in all subject areas.

A general capability taught within all curriculum areas for students in years F–10.

Digital Technologies

Digital Technologies build on and extend ICT, moving students from technology consumers to creators.

- Develops knowledge, understandings and skills of the underlying concepts of information systems, data and computer science.
- Encourages students to design and create digital solutions that solve problems taking their preferred futures into consideration.
- Must be assessed and reported at least once every two years.

What’s the difference between ICT Capability and Digital Technologies?

**Use ICT**
- Presentation tools
- Locate information
- Digital publishing
- Interpret timelines

**Create solutions and learn about Digital Technologies**
- Digital systems (networks)
- Robotics and automation
- Coding and programming
- Computational thinking
- User interface design
- Analyse and visualise data
- Spreadsheets and graphing

**Examples of ICT in action**
- Use digital concept mapping tools to plan and select research tasks.
- Use presentation software to present findings of an inquiry that includes text, images and video.
- Use video to analyse a sports performance to provide coaching tips.
- Use a search engine effectively as a research tool.
- Use spreadsheet functions to create tables, record, sort, calculate and present data to identify trends.
- Use an online game that has a grid map system to learn about directions.

**Examples of Digital Technologies in action**
- Create and code an image using black and white squares. Invite a classmate to decode and recreate the image.
- Compare a transport network and computer network to explore ideas about pathways, reliability, protocols and security.
- Create an interactive story with user-input using a familiar programming language.
- Explore ways to securely transmit data through techniques of encryption and decryption.
- Create network diagrams to identify relationships between different sources of data (eg friends on social media) and analyse this data.
- Design your own maze and use an app to program a robot to go through it.