Digital Technologies – Years F - 2 _ Overview

DIGITAL TECHNOLOGIES HUB

Strand			Knowledge and understanding				Strand: Processes and production skills						
			Digital systems		Representation of data		Collecting, managing and analysing data		*Creating digital solutions by:*					
									Investigating and defining		Evaluating		Collaborating and managing
	Content Description		Recognise and explore digital systems (hardware and software components) for a purpose (ACTDIK001)		Recognise and explore patterns in data and represent data as pictures, symbols and diagrams (ACTDIK002)		Collect, explore and sort data, and use digital systems to present the data creatively (ACTDIP003)		Follow, describe and represent a sequence of steps and decisions (algorithms) needed to solve simple problems (ACTDIP004)		Explore how people safely use common information systems to meet information, communication and recreation needs (ACTDIP005)		Create and organise ideas and information using information systems independently and with others, and share these with known people in safe online environments (ACTDIP006)
Sequence of Lessons / Unit	**Approx. time rq'd**	**Year A or B**	CD	Achievement standard #	CD	Achievement standard #	CD	Achievement standard #	CD	Achievement standard #	CD	Achievement standard #	CD	Achievement standard #
Hardware and software	5	F-1	☑	1	☐		☐		☐		☐		☐	
Changes in technology	6	2	☑	1	☐		☐		☐		☐		☐	
Data is all around us	5	F-1	☐		☑	2	☑	4	☐		☐		☐	
Exploring data	5	2	☐		☑	2	☑	4	☐		☐		☐	
An intro to algorithms	5	F-1	☑	1	☐		☐		☑	3	☐		☐	
Pre-programming	7	2	☑	1	☐		☐		☑	3	☐		☐	
Online safety	5	F-1	☐		☐		☐		☐		☑	5	☑	5
Staying safe online	5	2	☐		☐		☐		☐		☑	5	☑	5

Years F-2 Achievement Standard	Years 3 and 4 Achievement Standard
By the end of Year 2 • Students identify how common digital systems (hardware and software) are used to meet specific purposes. (1) • They use digital systems to represent simple patterns in data in different ways. (2) • Students design solutions to simple problems using a sequence of steps and decisions. (3) • They collect familiar data and display them to convey meaning. (4) • They create and organise ideas and information using information systems, and share information in safe online environments. (5)	By the end of Year 4 • Students describe how a range of digital systems (hardware and software) and their peripheral devices can be used for different purposes. (1) • They explain how the same data sets can be represented in different ways. (2) • Students define simple problems, design and implement digital solutions using algorithms that involve decision-making and user input. (3) • They explain how the solutions meet their purposes. (4) • They collect and manipulate different data when creating information and digital solutions. (5) • They safely use and manage information systems for identified needs using agreed protocols and describe how information systems are used. (6)