

Consumer and financial literacy: Digital Technologies

Digital Technologies

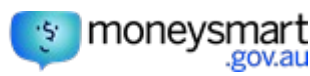
The Australian Curriculum: Technologies has a significant role in developing consumer and financial literacy in young people. The Digital Technologies subject supports the development of the dimensions of consumer and financial literacy as shown in the diagram below.



Approximate proportion of the dimensions addressed in Digital Technologies

Digital Technologies provides an opportunity for students to develop the skills of collecting, managing and analysing data. These skills are underpinned by the understanding students develop about data representation. The focus on computational thinking in Digital Technologies can be applied in a range of financial contexts. In particular, the skills used to analyse patterns and trends and process data equip students with capacities to make reasoned financial decisions, such as selecting investments. Students also learn to interact responsibly and safely in online environments using appropriate technical and social protocols. These skills have application in a number of real-world contexts such as internet banking and identity protection, using mobile phones and establishing the best data plan for particular needs.

[Moneysmart for teachers](#) and [Tax, Super and You](#) provide a number of interdisciplinary units and interactive activities that provide opportunities to include aspects of the Digital Technologies subject.



Supporting documentation

[Mapped Years F-6 content descriptions in table format](#)

[Mapped Years 7-10 content descriptions in table format](#)

Competencies and skills

Digital Technologies - Years 5 and 6

Collecting, managing and analysing data

Acquire, store and validate different types of data, and use a range of software to interpret and visualise data to create information (ACTDIP016)

Responsibility and enterprise

Digital Technologies - Years 5 and 6

Investigating and defining

Define problems in terms of data and functional requirements drawing on previously solved problems (ACTDIP017)

Evaluating

Explain how student solutions and existing information systems are sustainable and meet current and future local community needs (ACTDIP021)

Collaborating and managing

Plan, create and communicate ideas and information, including collaboratively online, applying agreed ethical, social and technical protocols (ACTDIP022)