

Multimedia: Digital Technologies

Digital Technologies

The Australian Curriculum: Digital Technologies provides opportunities for students to use multimedia as they work on creating digital solutions. The subject helps students to become innovative creators of digital solutions, effective users of digital systems, and critical consumers of information conveyed by digital systems. As they learn in Digital Technologies students can use multimedia to communicate, connect and create. These projects also provide opportunities for students to collaborate ethically across local, regional and global contexts.

Multimedia dimensions

Digital Technologies - Foundation to Year 2

Knowledge and Understanding

- 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)

Processes and Production Skills

- Collect, explore and sort data, and use digital systems to present the data creatively (ACTDIK003)
- Follow, describe and represent a sequence of steps and decisions (algorithms) needed to solve simple problems (ACTDIK004)
- Explore how people safely use common information systems to meet information, communication and recreation needs (ACTDIK005)
- Create and organise ideas and information using information systems independently and with others, and share these with known people in safe online environments (ACTDIK006)