

Book details	Age group	Digital Technologies key concepts and key ideas
<p>Name: <i>How it works: book of amazing technology</i>, volume 2 (magazine) Author: Aaron Asadi (Editor) Publisher: Imagine Publishing, 2013 Description: From computing to engineering, gadgets to domestic appliances, discover how things work with interesting cutaways and cross-sections.</p>	10 years+	<ul style="list-style-type: none"> • abstraction • digital systems (hardware, software, and networks and the internet) • impact (sustainability and empowerment) <p><i>Systems thinking (ST)</i></p>
<p>Name: <i>The way things work now</i> Author: David Macaulay Publisher: HMH Books for Young Readers, 2016 Description: Full of information on the inner workings of everything from windmills to wi-fi. Readers are guided through the fundamental principles of machines, and the developments of the past and how they are building the world of tomorrow. Also available in a board game format.</p>	12 years+	<ul style="list-style-type: none"> • abstraction • digital systems (hardware, software, and networks and the internet) • impact (sustainability and empowerment) <p><i>Computational thinking (CT)</i> <i>Systems thinking (ST)</i></p>

Search online for more information about these books such as International Standard Book Number (ISBN), reviews and videos of discussions or readings*.

See <https://www.australiancurriculum.edu.au/resources/digital-technologies-in-focus/> for further resources and support materials.

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