Australian Curriculum: Digital Technologies

Years 1 and 2

BAND LEVEL DESCRIPTION

By the end of Year 2 students should have had the opportunity to apply computational thinking by describing algorithms that include sequences of instructions and decisions, and by using digital systems to produce simple solutions. Through practice and investigation, they become more familiar with and confident in representing data in different ways.

Through Digital Technologies and Mathematics (*Statistics*), students begin to recognise patterns in the data they have acquired, such as identifying common and distinctive features after sorting it, and these generalisations help them make predictions, such as how a pattern might continue.
Students develop systems thinking by exploring a range of purposes for using digital systems and their components. They have opportunities to experience and develop their skills in using different hardware components, such as a touchpad and keyboard. They use different software to create content such as writing a message that includes an image and sharing it with classmates. Students become aware of design thinking by discussing and observing how the needs of different people are met through using digital systems. They protect the security of their own data on their school account by using their own username and password and, through discussion, develop an awareness that some websites and apps store their personal data online.

In Digital Technologies, students should have frequent opportunities for authentic learning by making key connections with other learning areas

ACHIEVEMENT STANDARD

By the end of Year 2 students show how simple digital solutions meet a need for known users. Students represent and process data in different ways. They follow and describe basic algorithms involving a sequence of steps and branching. With assistance, students access and use digital systems for a purpose. They use the basic features of common digital tools to create, locate and share content, and to collaborate, following agreed behaviours. Students recognise that digital tools may store their personal data online.

CONTENT DESCRIPTIONS

Digital Technologies knowledge and understanding

Digital systems

identify and explore digital systems and their components for a purpose AC9TDI2K01

Data representation

represent data as pictures, symbols, numbers and words AC9TDI2K02

Digital Technologies processes and production skills

Acquiring, managing and analysing data

Investigating and defining

investigate simple problems for known users that can be solved with digital systems AC9TDI2P01

Generating and defining

follow and describe algorithms involving a sequence of steps, branching (decisions) and iteration (repetition) AC9TDI2P02

Producing and implementing

Evaluating

discuss how existing digital systems satisfy identified needs for known users AC9TDI2P03

Collaborating and managing

use the basic features of common digital tools to create, locate and communicate content AC9TDI2P04

use the basic features of common digital tools to share content and collaborate demonstrating agreed behaviours, guided by trusted adults AC9TDI2P05

Privacy and security

access their school account with a recorded username and password AC9TDI2P06

discuss that some websites and apps store their personal data online AC9TDI2P07