Digital Technologies Curriculum – Level C

Content descriptions

Digital Systems

Initiate some basic functions on common digital systems (hardware and software components) to meet a purpose

Tapping a button on a touch screen

Using a mouse to play a game

Using a touch screen keyboard to type

Playing music on a tablet device

Data and Information

Collect, sort and recognise simple patterns in data, and assist with the use of digital systems to represent data as pictures and symbols

Collecting some building blocks

Sorting building blocks into piles of like colour

Representing patterns in building blocks as data

Representing data as pictures using drawing software

Creating Digital Solutions

Follow, and with assistance, represent a sequence of steps and decisions (algorithms) needed to solve simple problems

Following instructions to make a healthy sandwich

Following instructions to print an image

Writing instructions to make a healthy sandwich

Representing a sequence of steps to make a house in Minecraft

Find more information online at [vcaa.vic.edu.au](http://www.vcaa.vic.edu.au) or email us at [vcaa@education.vic.gov.au](mailto:vcaa@education.vic.gov.au)

Digital Technologies Curriculum – Level D

Content descriptions

Digital Systems

Carry out some key functions on digital sytems (hardware and software components) to meet a purpose

Using a stylus to draw a shape

Changing the colour of text in a document

Drawing a rectangle using software

Printing an image on a printer

Data and Information

Collect, sort, and recognise, with assistance, different types of patterns in data, and use digital systems to represent data as pictures, symbols and diagrams

Collecting a handful of building blocks

Representing blocks as colours using drawing software and sorting into colours

Sorting blocks into a pattern

Representing a pattern of blocks as pictures using drawing software

Creating Digital Solutions

Follow and represent a sequence of steps and decisions (algorithms) needed to solve simple problems

Following instructions to walk in the shape of a square

Following a recipe to make simple cupcakes

Representing the sequence of steps to walk in the shape of a square

Writing some decisions to be made when making simple cupcakes

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