# Curriculum Area Plan: Digital Technologies - Years 3 and 4 (Sample Program 1)

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|  | **Week** | **1** | **2** | **3** | **4** | **5** | **6** | **7** | **8** | **9** | **10** | **11** | **12** | **13** | **14** | **15** | **16** | **17** | **18** |
| **Year 3** | **Semester 1** |  |  |  | **Recognise data types – 3.1.1** | | | | **Create information and solve problems**  **– 3.1.2** | | | | |  | **Explore digital systems**  **– 3.1.3** | | **Create and communicate ideas – 3.1.4** | |  |
|  |  |  | Communication – Let’s talk   1. Non-verbal communication | | | | Communication – Let’s talk   1. Communication survey | | | | |  | Communication – Let’s talk   1. Investigate a communication device | | Communication – Let’s talk   1. Investigate a communication device | |  |
| **Semester 2** |  |  |  |  |  |  | **Describe steps and decisions – 3.2.1** | | | | **Develop visual programs – 3.2.2** | | | | | | **How solutions meet needs**  **– 3.2.3** | |
|  |  |  |  |  |  | Create-a-Bot   1. Create an algorithm | | | | Create-a-Bot   1. Create code | | | | | | Create-a-Bot   1. Reflection | |
| **Year 4** | **Semester 1** |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
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| **Semester 2** |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  | **Week** | **1** | **2** | **3** | **4** | **5** | **6** | **7** | **8** | **9** | **10** | **11** | **12** | **13** | **14** | **15** | **16** | **17** | **18** |

\* Based on 1 hour of teaching time per week

**Topic, level, semester, sequence**

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| **Key** | **Digital Systems** |  | **Data and Information** |  | **Creating Digital Solutions** |  |

# Curriculum Area Plan: Digital Technologies - Years 3 and 4 (Sample Program 2)

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|  | **Week** | **1** | **2** | **3** | **4** | **5** | **6** | **7** | **8** | **9** | **10** | **11** | **12** | **13** | **14** | **15** | **16** | **17** | **18** |
| **Year 3** | **Semester 1** |  |  |  | **Explore digital systems – 3.1.1** | | |  |  |  |  | **Recognise data types – 3.1.2** | | | | **Create information and solve problems**  **– 3.1.3** | | | |
|  |  |  | Mix and match | | |  |  |  |  | Data collection | | | | Data representation | | | |
| **Semester 2** |  |  |  | **Create and communicate ideas – 3.2.1** | | | | |  |  |  |  |  |  |  |  |  |  |
|  |  |  | Online collaboration | | | | |  |  |  |  |  |  |  |  |  |  |
| **Year 4** | **Semester 1** |  |  |  |  |  |  |  |  |  |  | **Define steps and decisions – 4.1.1** | | | **Develop simple programs – 4.1.2** | | | | |
|  |  |  |  |  |  |  |  |  |  | Extended project | | | | | | | |
| **Semester 2** | **How solutions meet needs – 4.2.1** | | |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| Evaluation | | |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
|  | **Week** | **1** | **2** | **3** | **4** | **5** | **6** | **7** | **8** | **9** | **10** | **11** | **12** | **13** | **14** | **15** | **16** | **17** | **18** |

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| --- | --- | --- | --- | --- | --- | --- |
| **Key** | **Digital Systems** |  | **Data and Information** |  | **Creating Digital Solutions** |  |

# Curriculum Area Plan: Digital Technologies - Years 3 and 4 (Sample Program 3)

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| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | **Week** | **1** | **2** | **3** | **4** | **5** | **6** | **7** | **8** | **9** | **10** | **11** | **12** | **13** | **14** | **15** | **16** | **17** | **18** |
| **Year 3** | **Semester 1** |  |  |  |  | **Explore digital systems – 3.1.1** | | | | | | **Recognise data types – 3.1.2** | | |  |  |  |  |  |
|  |  |  |  | Makey Makey Explorations | | | | | | Exploring Input & Output | | |  |  |  |  |  |
| **Semester 2** |  |  |  |  | **Create information and solve problems – 3.2.1** | | | |  | **Create and communicate ideas – 3.2.2** | | | |  |  |  |  |  |
|  |  |  |  | My Game Stats   1. Spreadsheet | | | |  | My Game Stats   1. Presentation | | | |  |  |  |  |  |
| **Year 4** | **Semester 1** |  |  |  |  |  |  | **Define steps and decisions – 4.1.1** | | | | | **Develop simple programs – 4.1.2** | | | | | **How solution meets needs**  **– 4.1.3** | |
|  |  |  |  |  |  | Programming – Making Shapes   1. Drawing basic shapes | | | | | Programming – Making Shapes   1. Draw a scene | | | | | | |
| **Semester 2** |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
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|  | **Week** | **1** | **2** | **3** | **4** | **5** | **6** | **7** | **8** | **9** | **10** | **11** | **12** | **13** | **14** | **15** | **16** | **17** | **18** |

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