




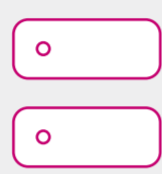
# Digital Technologies Curriculum – Levels 7 and 8

## Content descriptions

### Digital Systems

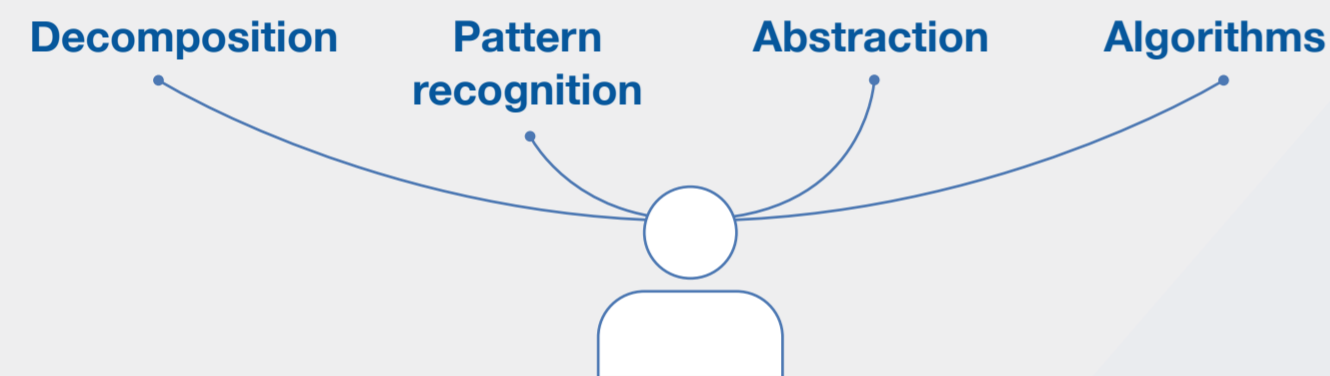
**Investigate how data is transmitted and secured**

Network security  Router 

Tablet  Web server 

### Ways of thinking at Levels 7 and 8

#### Computational thinking



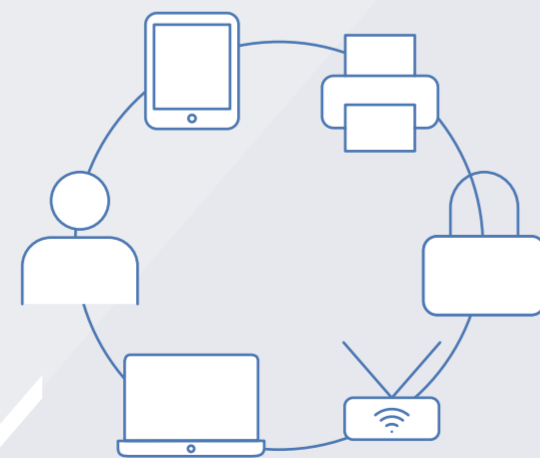
#### Design thinking

- Generating designs
- Analysing and evaluating designs against criteria





#### Systems thinking



Interactions and interrelationships between components, devices and people





### Data and Information



**Investigate how digital systems represent text, image and sound data**

ASCII  Colours 



On/Off  Sound 



**Acquire data from a range of sources**

Datasets  Evaluate 



Search  Sources 



**Analyse and visualise data**

Analyse data  Filter data 

Structured Query Language (SQL)  Visualise data 


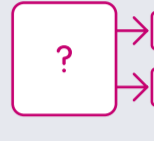
**Manage, create and communicate interactive ideas and information**



Collaborate  Files 

Manage project  Protocols 



### Creating Digital Solutions



**Define and decompose problems**

Constraints  Decompose problems 



Functional requirements  Sustainability 

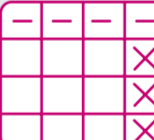

**Design the user experience of a digital system**

Alternative designs  Design tools 

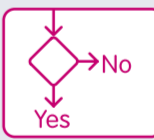

Evaluation  User experience (UX) 



**Design algorithms**

Desk checking  Flowchart 


Identify errors  Structured English 

**Develop and modify programs using a general-purpose programming language**

Branching  Develop programs 

General-purpose programming  Iterations 

**Evaluate how student-developed solutions and information systems meet needs**

Evaluate solution  Future risks 

Innovation  Meeting needs 