## Australian Curriculum: Digital Technologies — Year 9

By the end of Year 10, students explain the control and management of networked digital systems and the security implications of the interaction between hardware, software and users. They explain simple data compression, and why content data are separated from presentation. Students plan and manage digital projects using an iterative approach. They define and decompose complex problems in terms of functional and non-functional requirements.

Students design and evaluate user experiences and algorithms. They design and implement modular programs, including an object-oriented program, using algorithms and data structures involving modular functions that reflect the relationships of real-world data and data entities. They take account of privacy and security requirements when selecting and validating data. Students test and predict results and implement digital solutions. They evaluate information systems and their solutions in terms of risk, sustainability and potential for innovation and enterprise. They share and collaborate online, establishing protocols for the use, transmission and maintenance of data and projects.

CURRICULUM	YEAR 9	
	SEMESTER 1	
	Unit 1	Unit 2
Unit name	Python Coding and Application Development	Web Application Project
Unit description	Students learn how to manage a digital project using an iterative approach. They design, develop, implement and test algorithms using modular coding in Python. Students also learn about databases that are useful for applications, about the security implications of digital solutions, functional and non-functional requirements of projects.	Students learn how to manage a digital project using an iterative approach. They design, develop, implement and test algorithms using modular coding in Python integrating with HTML using Flask. Students also learn about databases that are useful for applications, about the security implications of digital solutions, functional and non-functional requirements of projects.

ASSESSMENT		YEAR 9		
		SEMESTER 1		
		Summative assessment task 1	Summative assessment task 2	
Range and balance of summative assessment conventions	Technique	Project	Project	
	Type of text	Interactive application Coding	Interactive web application Coding	
	Mode	Coding	Coding	
	Conditions	6 weeks alternating between learning and project development Multimodal responses non-presentation. Max: 20 pages	5 weeks Multimodal responses non-presentation. Max: 10 pages	
Aspects of the achievement standard				
explain the control and management of networked digital systems and the security implications of the interaction between hardware, software and users				
explain simple data compression, and why content data are separated from presentation				
plan and manage digital projects using an iterative approach				
define and decompose complex problems in terms of functional and non-functional requirements				
design and evaluate user experiences and algorithms				
design and implement modular programs, including an object-oriented program, using algorithms and data structures involving modular functions that reflect the relationships of real-world data and data entities				
take account of privacy and security requirements when selecting and validating data				
test and predict results and implement digital solutions				
evaluate information systems and their solutions in terms of risk, sustainability and potential for innovation and enterprise				
share and collaborate online, establishing protocols for the use, transmission and maintenance of data and projects				

Shaded cells indicate opportunities that summative assessments provide for students to demonstrate evidence against all aspects of the achievement standard



