

Australian Curriculum: Digital Technologies — Years 7 to 8

Digital Technologies

By the end of Year 8, students distinguish between different types of networks and defined purposes. They explain how text, image and audio data can be represented, secured and presented in digital systems. Students plan and manage digital projects to create interactive information. They define and decompose problems in terms of functional requirements and constraints.

Students design user experiences and algorithms incorporating branching and iterations, and test, modify and implement digital solutions. They evaluate information systems and their solutions in terms of meeting needs, innovation and sustainability. They analyse and evaluate data from a range of sources to model and create solutions. They use appropriate protocols when communicating and collaborating online.

CURRICULUM	YEAR 7	YEAR 8
	TERM	TERM
	Unit 1	Unit 2
Unit name	HTML, Networking and Data	Coding Basics
Unit description	Students learn how to develop a website using HTML & CSS. They also investigate the different types of network and how data such as symbols, colours and images are represented in computers	Students learn how to code using Python coding language. Students learn how to use excel spreadsheets and formulas. They learn basic coding principles via Minecraft Education Edition code builder.

ASSESSMENT	YEAR 7	YEAR 8	
	TERM	TERM	
	Summative assessment task 1	Summative assessment task 2	
Range and balance of summative assessment conventions	Technique	Project	Project
	Type of text	Informative and Personal Website	Informative/ Imaginative
	Mode	Writing & Creating	Coding
	Conditions	<ul style="list-style-type: none"> 4 weeks to design and develop Website total 12 lessons/hours in class 	Part A: 4 lessons + Part B: 2 lessons
Aspects of the achievement standard			
distinguish between different types of networks and defined purposes			
explain how text, image and audio data can be represented, secured and presented in digital systems			
Plan and manage digital projects to create interactive information			
define and decompose problems in terms of functional requirements and constraints			
design user experiences and algorithms incorporating branching and iterations, and test, modify and implement digital solutions			
evaluate information systems and their solutions in terms of meeting needs, innovation and sustainability			
analyse and evaluate data from a range of sources to model and create solutions			
use appropriate protocols when communicating and collaborating online			

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

