

Digital Literacy and Digital Technologies

Digital Literacy supports students to be effective users of technology. Digital Technologies build on Digital Literacy, moving students from technology consumers to creators.

Australian Curriculum V 9.0

Digital Literacy (formerly ICT capability)

Incorporates digital safety and wellbeing, managing online identity and risks, digital footprint and positive use of digital tools.

Develops skills in managing digital content, safeguarding data, and effective selection and use of available digital devices and tools.

Supports students to plan, create, communicate and problem-solve using digital tools, respect copyright and navigate digital environments.

Develops skills in investigating, locating information, collating data, and using visualisation tools to analyse and interpret data.



A general capability taught within all learning areas for students in Years F–10.

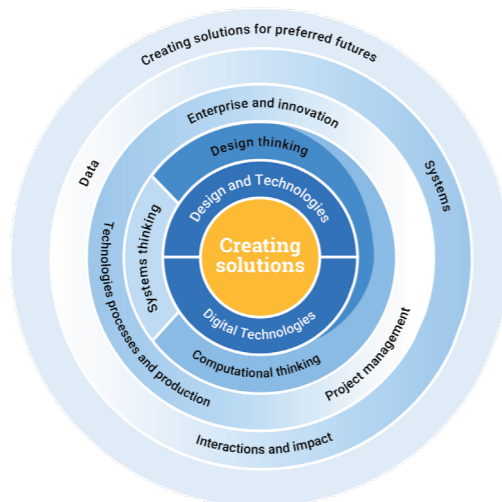
Digital Technologies

Uses computational thinking to create digital solutions.

Encourages students to design and create digital solutions that solve problems taking their preferred futures into consideration.

Applies systems thinking when analysing information systems, shaping the interactions and predicting their impact.

Involves applying protocols and ethical practices in their acquisition and use of data and considering privacy and security when communicating and collaborating.



A subject of the Australian Curriculum: Technologies learning area for students in Years F–10.
In Years 9–10, schools have options in ways to offer their Technologies program.

Knowledge and use of digital tools for a purpose

Presentation tools

Locate information

Digital publishing and graphic design

Interpret timelines

Ownership and use

Managing files



Immersive technologies: virtual reality (VR), augmented reality (AR), mixed reality (MR) and extended reality (XR)

Online communication

Digital music / multimedia



Create solutions and learn about Digital Technologies

Storing and transmitting data (binary numbers)

Digital systems (networks)

Robotics and automation

Coding and programming

Computational thinking

Digital design: user interface (UI), user experience (UX) and user stories

Privacy and cyber security

Algorithms

Acquire, store and validate data

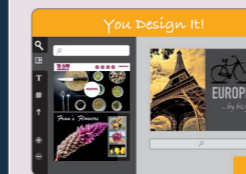
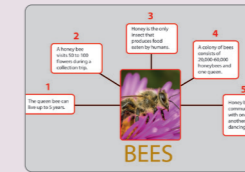
A	B
Types of Rubbish	Amount
1 Plastic	60
2 Paper/Card	20
3 Metal	2
4 Glass	2
5 Organic	120
6 Other	4



Cyber safety

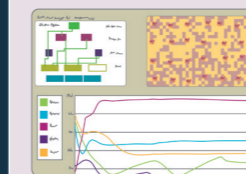
Examples of Digital Literacy

Use digital concept mapping tools to plan and select research tasks.



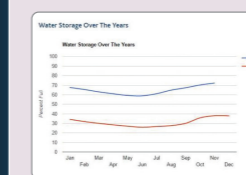
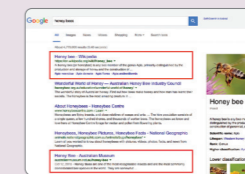
Use presentation software to present findings of an inquiry that includes text, images and video.

Use video to analyse a sports performance to provide coaching tips.



Use a computer simulation or game to test predictions and collect data.

Use a search engine effectively as a research tool.



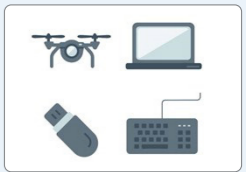
Use spreadsheet functions to create tables, record, sort, calculate and present data to identify trends.

Use an online game that has a grid map system to learn about directions.



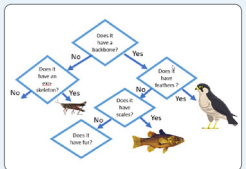
Examples of Digital Technologies

Investigate components of common digital systems and how they function.



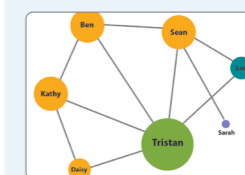
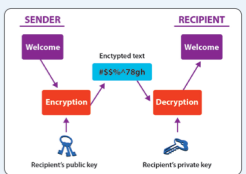
Compare a transport network and computer network to explore ideas about pathways, reliability, protocols and security.

Create an algorithm to sort a group of animals using a series of Yes/No decisions.



Create your own simulation using a visual or text-based programming language.

Explore ways to securely transmit data through techniques of encryption and decryption.



Create network diagrams to identify relationships between different sources of data (for example, friends on social media) and analyse data.

Design your own maze and use an app to program a robot to go through it.

