

# What's the difference between ICT Capability and Digital Technologies?

## Information Communication Technology (ICT) Capability

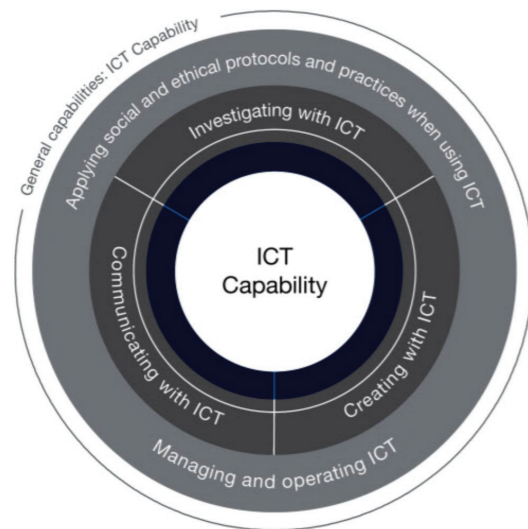
A general capability taught within all curriculum areas for students in years F–10.

Develops skills and understandings in managing and operating ICT to investigate, create and communicate.

Incorporates digital citizenship when considering the ethical and social impacts of using technologies.

Is explicitly planned and taught in all subject areas.

**ICT supports students to be effective users of technology.**



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## Digital Technologies

A new subject for F–10 (optional in 9–10) students with new and unique skills and content.

Develops knowledge, understandings and skills of the underlying concepts of information systems, data and computer science.

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

Must be assessed and reported at least once every two years.

**Digital Technologies build on and extend ICT, moving students from technology consumers to creators.**



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## Use ICT

Presentation tools

Locate information

Digital publishing

Interpret timelines

Ownership and use

Managing files

Mapping and geospatial tools

Online communication

Digital music / multimedia

## Create solutions and learn about Digital Technologies

Digital systems (networks)

Robotics and automation

Coding and programming

Computational thinking

User interface design

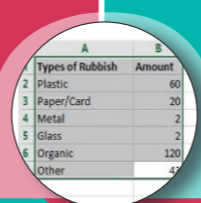
Storing and transmitting data (binary numbers)

Pattern recognition

Algorithms

Programming boards

Data collection



Spreadsheets and graphing



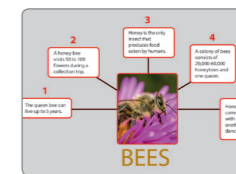
Analyse and visualise data



Cyber safety

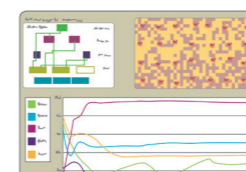
## Examples of ICT in action

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

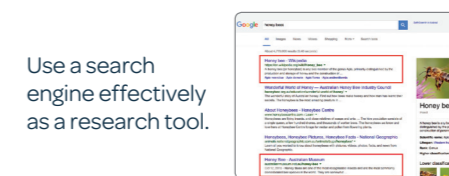


Use presentation software to present findings of an inquiry that includes text, images and video.

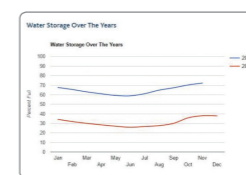
Use video to analyse a sports performance to provide coaching tips.



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



Use a search engine effectively as a research tool.



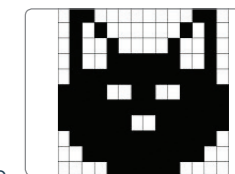
Use spreadsheet functions to create tables, record, sort, calculate and present data to identify trends.

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



## Examples of Digital Technologies in action

Create and code an image using black and white squares. Invite a classmate to decode and recreate the image.



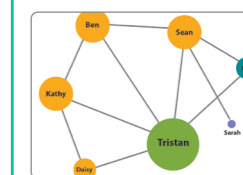
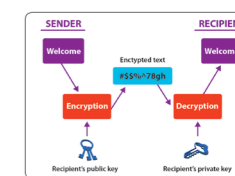
Compare a transport network and computer network to explore ideas about pathways, reliability, protocols and security.

Create an interactive story with user-input using a familiar programming language.



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 (eg friends on social media) and analyse this data.

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

