# Australian Curriculum: Digital Technologies — Years 5-6 Band plan-2023

| CURRICULUM | | YEAR 5 | | | | YEAR 6 | | | |
|---|---|---|---|---|---|---|---|---|---|
| | | Semester 1 | | Semester 2 | | Semester 1 | | Semester 2 | |
| | | Term 1 | Term 2 | Term 3 | Term 4 | Term 1 | Term 2 | Term 3 | Term 4 |
| Unit name | | A-Maze-ing | | | | | | Data Changing our World | |
| Unit description | | Students explain how digital systems connect technologies together and represent data, and create a maze game using the process and production skills of defining, designing, implementing and evaluating. Students use the Scratch program to create a maze game to meet a need. | | | | | | In this unit students will explain how information systems meet local and community needs, represent a variety of data types in digital systems and design and create an interactive spreadsheet and share information ethically. Students will apply a range of skills and processes when creating digital solutions. | |

| ASSESSMENT | | | YEAR 5 | | | | YEAR 6 | | | |
|---|---|---|---|---|---|---|---|---|---|---|
| | | | Semester 1 | | Semester 2 | | Semester 1 | | Semester 2 | |
| | | | Digital systems-AT1 | Scratch game-AT2 | | | | | Data changing our world-AT1 | |
| Range and balance of summative assessment conventions | Technique | | Test | Project | | | | | Project | |
| | Type of Text | | Short answer | Digital Project | | | | | Digital Portfolio | |
| | Mode | | Written | Multimodal | | | | | Multimodal | |
| | Conditions | | • Independent<br>• 1x lesson | • Collaborative<br>• 8x lessons | | | | | • Independent | |

| Aspects of the achievement standard | | | | | | | |
|---|---|---|---|---|---|---|---|
| explain the fundamentals of digital system components (hardware, software and networks) and how digital systems are connected to form networks | ✔ | | | | | | ✔ |
| explain how digital systems use whole numbers as a basis for representing a variety of data types. | | | | | | | ✔ |
| | | | | | | | |
| define problems in terms of data and functional requirements and design solutions by developing algorithms to address the problems. | | ✔ | | | | | ✔ |
| incorporate decision-making, repetition and user interface design into their designs and implement their digital solutions, including a visual program | | ✔ | | | | | ✔ |
| explain how information systems and their solutions meet needs and consider sustainability | | ✔ | | | | | ✔ (Sustainability – local and community needs) |
| manage the creation and communication of ideas and information in collaborative digital projects using validated data and agreed protocols. | | | | | | | ✔ |

Term 1  Term 2  Term 3  Term 4          ✔ indicates opportunities that summative assessments provide for students to demonstrate evidence against aspects of the achievement standard