



Digital Technologies Curriculum

The new Digital Technologies Curriculum has been compulsory for all Years 1-10 students since 2020. The curriculum includes the three existing technology strands and two new strands:

- ❖ ***Computational Thinking***
- ❖ ***Designing and Developing Digital Outcomes***

The new curriculum content isn't about teaching students how to use digital devices. It's about giving them an understanding of the computer science principles and programmes that drive digital technologies, learning how to design their own digital solutions and become creators of, not just users of digital technologies. Today digital skills are regarded as of the same importance as numeracy and literacy.

It is our intention to ensure that digital fluency becomes an integral part of education for every student at the college, while ensuring they all maintain a good balance of the curriculum for as long as possible. i.e., They still cover as much of the curriculum across all learning areas without narrowing their choices until Year 10 and beyond.

Digital Technologies is compulsory for all Year 9 students to cover the progress outcomes overleaf. For half of the year, Year 9 students rotate for 6 weeks between teachers WV, Mr Van Zyl, KU, Mr Kumar and BF, Mr Forsyth to make sure that they learn everything required for Year 8 – 10 students within CT Progress Outcome 5 and DDDO Progress Outcome 3.

CT - Computational Thinking:

CT Progress Outcome 5	BF	WV	KU
Human-Computer Interaction Heuristics in Programming			●
Understanding Variables and Data Types		●	●
Using Operating Systems		●	
Understanding How to Apply File Management Conventions	●		
Phishing, Security and Privacy	●		
Design Processes for Creating Applications			●

DDDO - Design and Develop Digital Outcomes:

DDDO Progress Outcome 3	BF	WV	KU
Operating Systems		●	●
Security	●		
Software		●	●
File Management	●		