Australian Curriculum: Digital Technologies Years F–6 achievement standards ■ and aligned content descriptions ■ on a page

	Foundation	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Knowledge and understanding strand							
Digital systems	Students identify how common digital systems (hardware and software) are used to meet specific purposes. *Recognise and explore digital systems (hardware and software components) for a purpose (ACTDIK001)*			Students describe how a range of digital systems (hardware and software) and their peripheral devices can be used for different purposes. *Identify and explore a range of digital systems with peripheral devices for different purposes, and transmit different types of data (ACTDIK007)*		Students explain the fundamentals of digital system components (hardware, software and networks) and how digital systems are connected to form networks. *Examine the main components of common digital systems and how they may connect together to form networks to transmit data (ACTDIK014)*	
Representation of data	Students use digital systems to represent simple patterns in data in different ways. *Recognise and explore patterns in data and represent data as pictures, symbols and diagrams (ACTDIK002)*			Students explain how the same data sets can be represented in different ways. *Recognise different types of data and explore how the same data can be represented in different ways (ACTIDK008)*		Students explain how digital systems use whole numbers as a basis for representing a variety of data types. *Examine how whole numbers are used to represent all data in digital systems (ACTDIK015)*	
Processes and production skills strand							
Collecting, managing and analysing data	Students collect familiar data and display them to convey meaning. *Collect, explore and sort data, and use digital systems to present the data creatively (ACTDIP003)*			Students collect and manipulate different data when creating information and digital solutions. *Collect, access and present different types of data using simple software to create information and solve problems (ACTDIP009)*		Students define problems in terms of data. *Acquire, store and validate different types of data, and use a range of software to interpret and visualise data to create information (ACTDIP016)*	
Creating digital solutions by:							
Investigating and defining	Students design solutions to simple problems using a sequence of steps and decisions. *Follow, describe and represent a sequence of steps and decisions (algorithms) needed to solve simple problems (ACTDIP004)*			Students define simple problems. *Define simple problems, and describe and follow a sequence of steps and decisions (algorithms) needed to solve them (ACTDIP010)*		Students define problems in terms of data and functional requirements and design solutions by developing algorithms to address the problems. *Define problems in terms of data and functional requirements drawing on previously solved problems (ACTDIP017)*	
Generating and designing						Students incorporate decision-making and user interface design into their designs, including a visual program. *Design a user interface for a digital system (ACTDIP018)* *Design and modify and follow simple algorithms involving sequence of steps, branching and iteration (repetition) (ACTDIP019)*	
Producing and implementing				Students design and implement digital solutions using algorithms that involve decision-making and user input. *Implement simple digital solutions as visual programs with algorithms involving branching (decisions) and user input (ACTDIP011)*		Students incorporate decision-making, repetition and implement their digital solutions, using a visual program. *Implement digital solutions as simple visual programs involving branching, iteration (repetition) and user input (ACTDIP020)*	
Evaluating	Students create and organise ideas and information using information systems. *Explore how people safely use common information systems to meet information, communication and recreation needs (ACTDIP005)*			Students explain how the solutions meet their purposes. *Explain how student solutions and existing information systems meet common personal, school and community needs (ACTDIP012)*		Students explain how information systems and their solutions meet needs and consider sustainability. *Explain how student solutions and existing information systems are sustainable and meet current and future local community needs (ACTDIP021)*	
Collaborating and managing	Students share information in safe online environments. *Create and organise ideas and information systems independently and with others, and share these with known people in safe online environments (ACTDIP006)*			Students safely use and manage information systems for identified needs using agreed protocols and describe how information systems are used. *Plan, create and communicate ideas and information independently and with others, applying agreed ethical and social protocols (ACTDIP013)*		Students manage the creation and communication of ideas and information in collaborative digital projects suing validated data and agreed protocols. *Plan, create and communicate ideas and information, including collaboratively online, applying agreed ethical, social and technical protocols (ACTDIP022)*	