## Years 3-4 band Digital Technologies



Australian Curriculum Version 9.0: Achievement standard aligned to content descriptions

This resource shows alignment between aspects of the achievement standard and relevant content descriptions for Years 3–4 band. A similar resource is available for Prep/other bands.

The Australian Curriculum (AC) v9.0 code for each content description includes an element indicating the strand it is organised by, e.g. AC9TDI4K01 indicates Knowledge and understanding strand.

Key to content description codes: Digital Technologies		
e.g. AC9TDI4K01	Strands:	
Australian Curriculum ( <b>AC</b> ) Version 9 ( <b>9</b> )	<ul> <li>K — Knowledge and understanding</li> <li>P — Processes and production skills</li> </ul>	
Technologies Learning area ( <b>T</b> ) Digital Technologies ( <b>DI</b> ) Years 3–4 band ( <b>4</b> ) Strand ( <b>K</b> , <b>P</b> ) Content description number (##)		

## Years 3-4 band Australian Curriculum: Digital Technologies achievement standard

By the end of Year 4 students create simple digital solutions and use provided design criteria to check if solutions meet user needs. Students process and represent data for different purposes. They follow and describe simple algorithms involving branching and iteration and implement them as visual programs. Students securely access and use digital systems and their peripherals for a range of purposes, including transmitting data. They use the core features of common digital tools to plan, create, locate and share content, and to collaborate, following agreed behaviours. Students identify their personal data stored online and recognise the risks.

Achievement standard aspect	Relevant content description/s	AC v9.0 code
By the end of Year 4	Students learn to:	
Students create simple digital solutions and use provided design criteria to check if solutions meet user needs.	define problems with given design criteria and by co-creating user stories	AC9TDI4P01
	generate, communicate and compare designs	AC9TDI4P03
	discuss how existing and student solutions satisfy the design criteria and user stories	AC9TDI4P05
They process and represent data for different purposes.	explore transmitting different types of data between digital systems	AC9TDI4K02
	recognise different types of data and explore how the same data can be represented differently depending on the purpose	AC9TDI4K03
They follow and describe simple algorithms involving branching and iteration and implement them as visual programs.	follow and describe algorithms involving sequencing, comparison operators (branching) and iteration	AC9TDI4P02
	implement simple algorithms as visual programs involving control structures and input	AC9TDI4P04
systems and their peripherals for a range of purposes, including transmitting data.	explore and describe a range of digital systems and their peripherals for a variety of purposes	AC9TDI4K01
	explore transmitting different types of data between digital systems	AC9TDI4K02
	access their school account using a memorised password and explain why it should be easy to remember, but hard for others to guess	AC9TDI4P08
They use the core features of common digital tools to plan, create, locate and share content, and to collaborate, following agreed behaviours.	use the core features of common digital tools to create, locate and communicate content, following agreed conventions	AC9TDI4P06
	use the core features of common digital tools to share content, plan tasks, and collaborate, following agreed behaviours, supported by trusted adults	AC9TDI4P07
They identify their personal data stored online and recognise the risks.	identify what personal data is stored and shared in their online accounts and discuss any associated risks.	AC9TDI4P09

## More information

If you would like more information, please visit the QCAA website www.qcaa.qld.edu.au. Alternatively, email the K–10 Curriculum and Assessment branch at australiancurriculum@qcaa.qld.edu.au.

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