Prep 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 Prep. A similar resource is available for 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. AC9TDIFK01 indicates Knowledge and understanding strand.

Key to content description codes: Technologies	
e.g. **AC9TDIFK01** Australian Curriculum (**AC**) Version 9 (**9**) Technologies (**T**) Design and Technologies (**DE**) Digital Technologies (**DI**) Foundation Year (**F**) Strand (**K**, **P**) Content description number (**##**)	Strands: • K — Knowledge and understanding • P — Processes and production skills

Prep Australian Curriculum: Technologies achievement standard
By the end of Foundation students identify familiar products, services and environments and develop familiarity with digital systems, using them for a purpose. They create, communicate and choose design ideas. Students follow steps and use materials and equipment to safely make a designed solution for a school-selected context. They show how to represent data using objects, pictures and symbols and identify examples of data that is owned by them.

Achievement standard aspect	Relevant content description/s	AC v9.0 code
By the end of Prep	**Students learn to:**	
By the end of Foundation students identify familiar products, services and environments and develop familiarity with digital systems, using them for a purpose.	• recognise and explore digital systems (hardware and software) for a purpose	AC9TDIFK01
	• explore how familiar products, services and environments are designed by people	AC9TDEFK01
They create, communicate and choose design ideas.	• generate, communicate and evaluate design ideas, and use materials, equipment and steps to safely make a solution for a purpose	AC9TDEFP01
Students follow steps and use materials and equipment to safely make a designed solution for a school-selected context.	• generate, communicate and evaluate design ideas, and use materials, equipment and steps to safely make a solution for a purpose	AC9TDEFP01
They show how to represent data using objects, pictures and symbols and identify examples of data that is owned by them.	• represent data as objects, pictures and symbols	AC9TDIFK02
	• identify some data that is personal and owned by them.	AC9TDIFP01

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.