Years 3–4 band 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: Technologies		
e.g. AC9TDI4K01	Strands:	
Australian Curriculum (AC) Version 9 (9) Technologies (T) Design and Technologies (DE) Digital Technologies (DI) Years 3–4 band (4) Strand (K, P)	 K — Knowledge and understanding P — Processes and production skills 	
Content description number (#	#)	

Years 3-4 band Australian Curriculum: Technologies achievement standard

By the end of Year 4 students describe how people design products, services and environments to meet the needs of people, including sustainability. They process and represent data for different purposes, follow and describe simple algorithms involving branching and iteration, and implement them as visual programs. For each of the 2 prescribed technologies contexts they describe the features and uses of technologies and create designed solutions. Students select design ideas against design criteria. Students securely access and use digital systems and their peripherals for a range of purposes, including transmitting data. They communicate design ideas using models and drawings including annotations and symbols. Students plan and sequence steps and use technologies and techniques to safely produce designed solutions. 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 its risks.

Achievement standard aspect	Relevant content description/s	AC v9.0 code
By the end of Year 4	Students learn to:	
Students describe how people design products, services and environments to meet the needs of people, including sustainability.	examine design and technologies occupations and factors including sustainability that impact on the design of products, services and environments to meet community needs	AC9TDE4K01
They process and represent data for different purposes, follow and describe simple algorithms involving branching and iteration, and implement them as visual programs.	recognise different types of data and explore how the same data can be represented differently depending on the purpose	AC9TDI4K03
	follow and describe algorithms involving sequencing, comparison operators (branching) and iteration	AC9TDI4P02
	implement simple algorithms as visual programs involving control structures and input	AC9TDI4P04
For each of the 2 prescribed technologies contexts they describe the features and uses of technologies and create designed solutions.	describe how forces and the properties of materials affect function in a product or system	AC9TDE4K02
	describe the ways of producing food and fibre	AC9TDE4K03
	describe the ways food can be selected and prepared for healthy eating	AC9TDE4K04
	explore needs or opportunities for designing, and test materials, components, tools, equipment and processes needed to create designed solutions	AC9TDE4P01
Students select design ideas against design criteria.	define problems with given design criteria and by co-creating user stories	AC9TDI4P01
	discuss how existing and student solutions satisfy the design criteria and user stories	AC9TDI4P05
	use given or co-developed design criteria including sustainability to evaluate design ideas and solutions	AC9TDE4P04
Students securely access and use digital 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 communicate design ideas using models and drawings including annotations and symbols.	generate, communicate and compare designs	AC9TDI4P03
	generate and communicate design ideas and decisions using appropriate attributions, technical terms and graphical representation techniques, including using digital tools	AC9TDE4P02
Students plan and sequence steps and use technologies and techniques to safely produce designed solutions.	select and use materials, components, tools, equipment and techniques to safely make designed solutions	AC9TDE4P03
	sequence steps to individually and collaboratively make designed solutions	AC9TDE4P05
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
Students identify their personal data stored online and its 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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November 2023