Years 5–6 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 5–6 band. A similar resource is available for Prep/other bands.

The Australian Curriculum (AC) v9.0 code for each content	Key to content description codes: Technologies		
description includes an element indicating the strand it is organised by, e.g. AC9TDI6 <mark>K</mark> 01 indicates Knowledge and understanding strand.	e.g. AC9TDI6K01 Australian Curriculum (AC) Version 9 (9) Technologies (T) Design and Technologies (DE) Digital Technologies (DI) Years 5–6 band (6) Strand (K, P) Content description number (##)	 Strands: K — Knowledge and understanding P — Processes and production skills 	

Years 5–6 band Australian Curriculum: Technologies achievement standard

By the end of Year 6 students explain how people design products, services and environments to meet the needs of communities, including sustainability. For each of the 3 prescribed technologies contexts students explain how the features of technologies impact on design decisions and they create designed solutions. They process data and show how digital systems represent data, design algorithms involving complex branching and iteration, and implement them as visual programs including variables. They select and justify design ideas and solutions against design criteria. Students share and communicate ideas or content to an audience using technical terms, graphical representation techniques and appropriate digital tools. They develop project plans, including production processes, and select technologies and techniques to safely produce designed or digital solutions. Students securely access and use multiple digital systems and describe their components and how they interact to process and transmit data. They identify their digital footprint and recognise its permanence.

Achievement standard aspect	Relevant content description/s	AC v9.0 code
By the end of Year 6	Students learn to:	
Students explain how people design products, services and environments to meet the needs of communities, including sustainability	 explore how familiar products, services and environments are designed by people 	AC9TDEFK01
For each of the 3 prescribed technologies contexts students explain how the features of technologies impact on design decisions and they create designed solutions.	 explain how electrical energy can be transformed into movement, sound or light in a product or system 	AC9TDE6K02
	• explain how and why food and fibre are produced in managed environments	AC9TDE6K03
	• explain how the characteristics of foods influence selection and preparation for healthy eating	AC9TDE6K04
	 explain how characteristics and properties of materials, systems, components, tools and equipment affect their use when producing designed solutions 	AC9TDE6K05
	 investigate needs or opportunities for designing, and the materials, components, tools, equipment and processes needed to create designed solutions 	AC9TDE6P01
They process data and show how digital systems represent data, design algorithms involving complex branching and iteration, and implement them as visual programs including variables.	explain how digital systems represent all data using numbers	AC9TDI6K03
	• explore how data can be represented by off and on states (zeros and ones in binary)	AC9TDI6K04
	 design algorithms involving multiple alternatives (branching) and iteration 	AC9TDI6P02
	• implement algorithms as visual programs involving control structures, variables and input	AC9TDI6P05
They select and justify design ideas and solutions against design criteria.	• negotiate design criteria including sustainability to evaluate design ideas, processes and solutions	AC9TDE6P04
	• define problems with given or co developed design criteria and by creating user stories	AC9TDI6P01
	design a user interface for a digital system	AC9TDI6P03
	 evaluate existing and student solutions against the design criteria and user stories and their broader community impact 	AC9TDI6P06
Students share and communicate ideas or content to an audience using technical terms, graphical representation techniques and appropriate digital tools.	 generate, iterate and communicate design ideas, decisions and processes using technical terms and graphical representation techniques, including using digital tools 	AC9TDE6P02
	• generate, modify, communicate and evaluate designs	AC9TDI6P04
	 select and use appropriate digital tools effectively to create, locate and communicate content, applying common conventions 	AC9TDI6P07
	 select and use appropriate digital tools effectively to share content online, plan tasks and collaborate on projects, demonstrating agreed behaviours 	AC9TDI6P08





For all Queensland schools

ACiQ v9.0

Achievement standard aspect	Relevant content description/s	AC v9.0 code
They develop project plans, including production processes, and select technologies and techniques to safely produce designed or digital solutions.	 select and use suitable materials, components, tools, equipment and techniques to safely make designed solutions 	AC9TDE6P03
	 develop project plans that include consideration of resources to individually and collaboratively make designed solutions 	AC9TDE6P05
	 select and use appropriate digital tools effectively to create, locate and communicate content, applying common conventions 	AC9TDI6P07
	 select and use appropriate digital tools effectively to share content online, plan tasks and collaborate on projects, demonstrating agreed behaviours 	AC9TDI6P08
Students securely access and use multiple digital systems and describe their components and how they interact to process and transmit data.	• investigate the main internal components of common digital systems and their function	AC9TDI6K01
	examine how digital systems form networks to transmit data	AC9TDI6K02
	 access multiple personal accounts using unique passphrases and explain the risks of password re-use 	AC9TDI6P09
They identify their digital footprint and recognise its permanence.	• explain the creation and permanence of their digital footprint and consider privacy when collecting user data.	

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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