

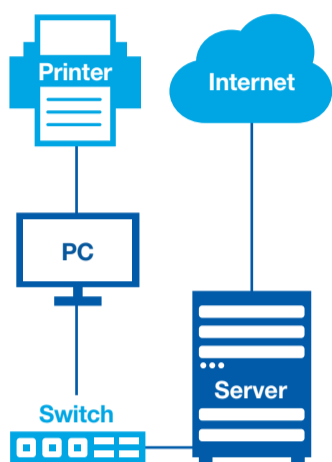
The difference between the Victorian Digital Technologies Curriculum and ICT

F-6

Digital Technologies Curriculum

ICT

Hardware, software and networks



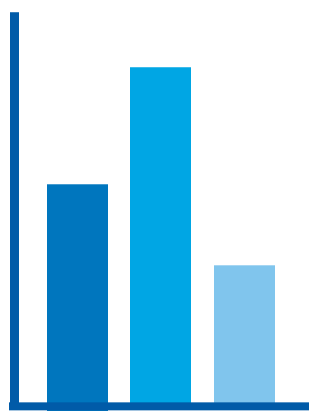
Examine the components of a network.

Data representation



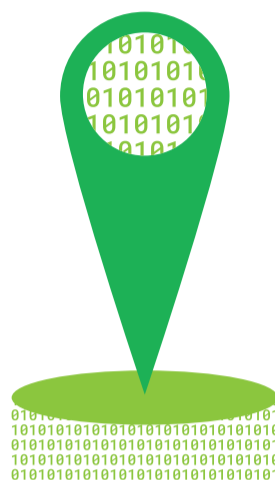
Visually represent different types of data.

Data acquisition



Collect and use data to create a chart.

Locate data



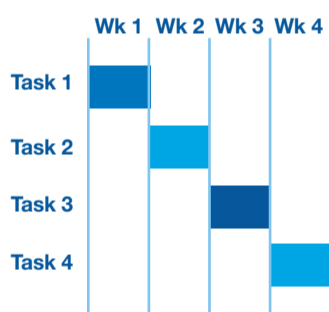
Locate data relating to a topic using a search engine.

Organise data and create solutions



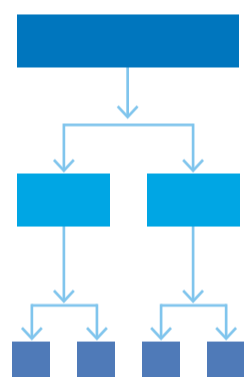
Use software to create a solution for a specific audience.

Creating and communicating ideas



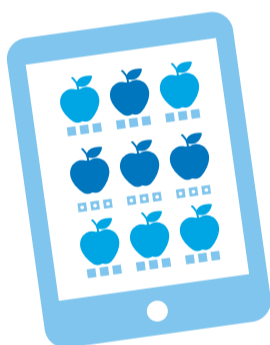
Plan a project involving students working online.

Solving problems



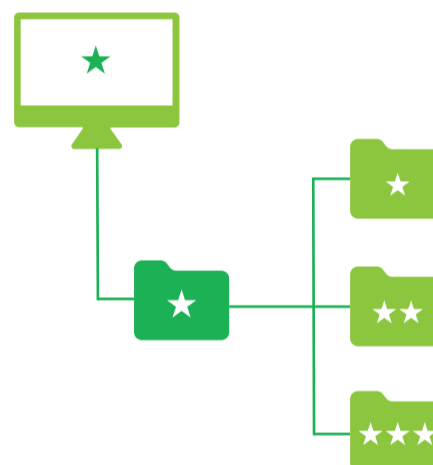
Define a problem and break down into parts.

User interface design



Create a mock-up to show design ideas.

Manage and maintain data



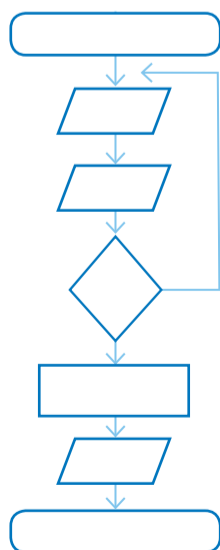
Save student work using appropriate folder names and file names.

Share ideas



Use a class blog to share ideas and content.

Algorithms



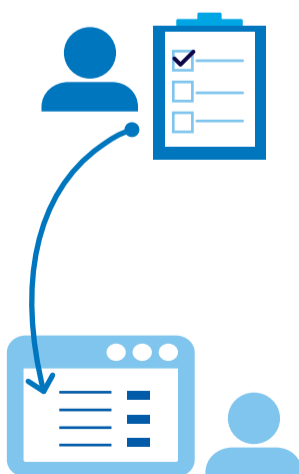
Design an algorithm involving a sequence of steps.

Programming



Develop a simple visual program to control a robot.

Solution evaluation



Evaluate a classmate's software solution.

Protection of identity, privacy and safety



Use strong passwords to protect student data.

Apply social protocols



Use appropriate etiquette when communicating online.

Within the Digital Technologies Curriculum the Creating Digital Solutions Strand follows the problem-solving methodology stages of: Analysis, Design, Development and Evaluation.

Information Communication Technologies (ICT) follows the four elements of: Creating, Inquiring, Communicating and Protecting.

The difference between the Victorian Digital Technologies Curriculum and ICT

7-10

Digital Technologies Curriculum

ICT

Hardware, software and networks



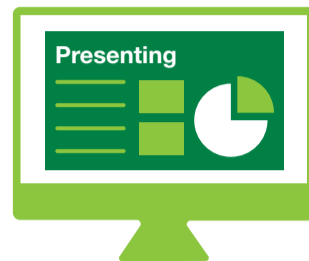
Investigate data transmission through wireless networks.

Data representation



Analyse the compression of sound data using software.

Create presentations



Use suitable formats and conventions when creating a presentation.

Online polls



Use an online poll to answer a teacher's questions in class.

Data acquisition



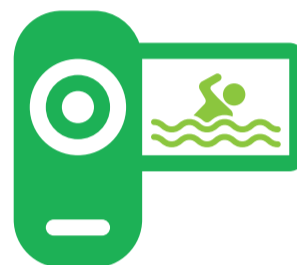
Check the authenticity of data found through a search engine.

Data visualisation



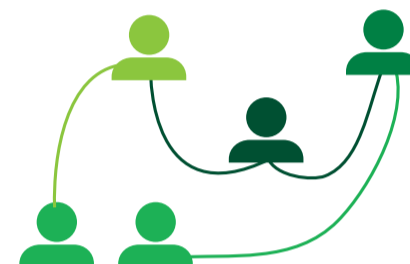
Analyse and visualise data to identify patterns and relationships.

Data capture tools



Use a video camera to record the swimming technique of a new swimmer.

Mind maps



Show the relationships between characters in a novel.

Managing and creating



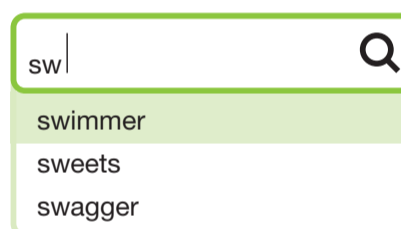
Manage collaboration by storing files online.

Solving problems



Decompose a problem into smaller problems or modules.

Keyword search



Use key words when searching for a topic in a search engine.

Online collaboration



Use a shared document to contribute ideas and content.

User experience design



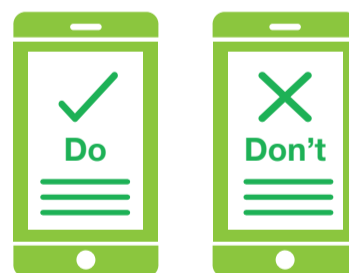
Design the user interface for a software solution using design tools.

Algorithms

```
If a > 10
    return true
Else
    Return false
EndIf
```

Use structured English to express an algorithm.

Protocols



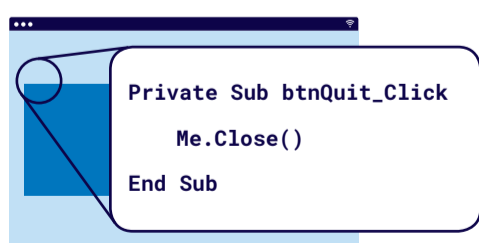
Consider ethical, social and cultural issues when communicating.

Legislation



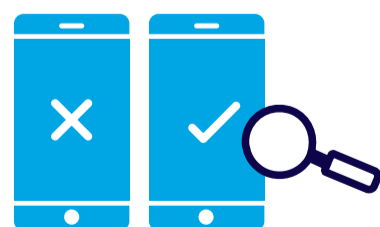
Understand Copyright, intellectual property and Creative Commons.

Programming



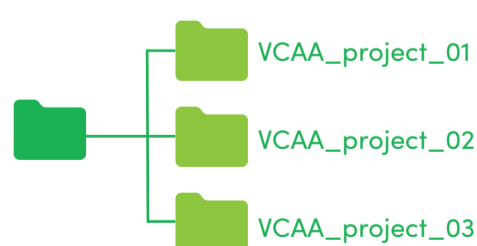
Develop modules to perform discrete functions.

Solution evaluation



Critically evaluate a student-developed solution to a problem.

File management



Use appropriate folder names and file names when saving work.

Security



Use strategies to protect personal data and information.

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