Prep Technologies

Achievement Standard (Digital Technologies)

By the end of Year 2, students identify how common digital systems (hardware and software) are used to meet specific purposes. They use digital systems to represent simple patterns in data in different ways.

Students design solutions to simple problems using a sequence of steps and decisions. They collect familiar data and display them to convey meaning. They create and organise ideas and information using information systems, and share information in safe online environments.

Achievement Standard (Design Technologies)

By the end of Year 2, students describe the purpose of familiar products, services and environments and how they meet the needs of users and affect others and environments. They identify the features and uses of technologies for each of the prescribed technologies contexts.

With guidance, students create designed solutions for each of the prescribed technologies contexts. They describe given needs or opportunities. Students create and evaluate their ideas and designed solutions based on personal preferences. They communicate design ideas for their designed products, services and environments using modelling and simple drawings. Following sequenced steps, students demonstrate safe use of tools and equipment when producing designed solutions.

Assessable Elements

An overall level of achievement in this subject is determined by the teacher's on-balance judgment of the evidence presented in students' summative assessment across the following:

- **Knowledge and understanding:** Technologies and society; Technologies contexts
- **Processes and production skills:** investigating and defining; generating and designing; producing and implementing; evaluating; collaborating and managing.

Delivery (mode, time requirements, lessons)

Under the guidance of the Home tutor, students complete the sequence of lessons within each of the two Technology Units. Work returns, including Assessment tasks, are submitted via QLearn in accordance with the Work Rate Calendar. Course materials can be accessed via the Learning Management System.

Student Requirements

Computer, Internet access, HT and student email, printer, scanner, stationery, whiteboard and whiteboard markers.

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		Units, Learning Experiences and Summative Assessment
Semester 1	**Term 1**	**Unit 1 Computers: Handy helpers** Students will learn and apply Digital Technologies knowledge and skills through guided play and tasks integrated into other subject areas.
		Summative assessment: • To identify the purposes of common digital systems, represent data to make meaning, create and share information using collected data to convey meaning, and design an algorithm to solve a problem.
Semester 2	**Term 4**	**Unit 2 Grow, grow, grow** Students will explore how plants and animals are grown for food, clothing and shelter and how food is selected and prepared for healthy eating. They will design solutions for a farm to enable successful food and fibre production and make a food product from garden produce.
		Summative assessment: • To describe needs, technologies and designed solutions for a farm and sequence steps to prepare a healthy food.

Disclaimer   All of the above information is accurate at the time of development.