

Australian Curriculum V9.0 **Digital systems**

Foundation

Years 1–2

I can explore common digital systems to see what they do.

I can identify, and with help, use common digital systems for a purpose and also describe examples of hardware and software.

A computer is a common digital system. Tablets, laptops and smartphones are also digital systems. A digital system uses hardware and software components to enable a user to complete specific tasks.

Explore the basic parts of a digital system and the important role they play. Become familiar with touchscreen or keyboard, monitor or screen and mouse on some devices. How do we type our name? How do we take a photograph of our favourite toy? How do we record our voice?





Create a model of a digital system using materials such as cardboard, paper or playdough. Use questioning to prompt thinking about the hardware and software components as they demonstrate how the digital system operates.

Organise a guest speaker to talk to the class about a topic of interest via video-conferencing software and displayed on a large screen. Enable students to ask questions via a microphone. Discuss parts of the system that make that communication possible.



Content descriptions Recognise and explore digital systems (hardware and software) for a purpose Digital Technologies AC9TDIFK01	Achievement standard	Students show familiarity with digital systems and use them for a purpose.	
	Content descriptions	Recognise and explore digital systems (hardware and software) for a purpose Digital Technologies AC9TDIFK01	

A computer, along with tablets, laptops and smartphones, is a common digital system. These systems use hardware to process and store data, allowing users to interact via a mouse, keyboard or touchscreen. The software provides the device with instructions to enable the user to complete specific tasks using the digital system.

Play an app hunt game to find an application (software) on a digital system such as a tablet to take a photo, draw a picture, write words or record your voice. Follow up by discussing the hardware of the tablet, for example, the screen shows images text and videos, and also a touchscreen for drawing and interacting.



Use a digital system for a purpose, for example, use a tablet device to take a photograph and with guidance share the image in a presentation.



Achievement standard	With assistance, students access and a
Content descriptions	Identify and explore digital systems ar AC9TDI2K01

Processing data in binary, made up of hardware, controlled by software, and connected to form networks.

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Provide opportunities to use software of digital systems for a purpose related to a class context. Guide students to, for example, type a short recount of an event using word processing, sequence a story using presentation software, create an image using a drawing program, take photographs or record a video using a tablet with a camera.

use digital systems for a purpose.

nd their components for a purpose | Digital Technologies



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Years 3–4

I can identify peripherals and describe their purpose.

Years 5–6

I can describe the role of hardware and software components of digital devices and how digital systems in a network are connected to transmit data.

Digital systems often require peripheral devices to receive input data, for example, via a mouse, a touchscreen or keyboard, and microphone. They then output data to a user as text, audio or images, for example, via a screen or monitor, data projector or speakers. In some digital systems, components like cameras, microphones and keyboards are not built-in and must be added separately. A printer can be connected via a cable or wi-fi.

Use a set of printable cards for activities to sort and classify components of digital systems; in particular, hardware and peripherals. Students can sort into those that receive input data, process and store data or output data.



Explore an input device such as Makey Makey to replace keyboard functions. Students can explore game control or playing a musical instrument. Use Scratch to incorporate key pressed functions to assign musical notes to each key.



Create cards for peripherals (printer, keyboard, mouse, webcam, microphone, USB). Distribute them randomly to students. Each student demonstrates how their peripheral integrates with a digital system, showing its use and functionality.



Achievement standard	Students securely access and use digital systems and their peripherals for a range of purposes, including transmitting data.
Content descriptions	Explore and describe a range of digital systems and their peripherals for a variety of purposes Digital Technologies AC9TDI4K01 Explore transmitting different types of data between digital systems Digital Technologies AC9TDI4K02

Digital systems, like computers, need both hardware (physical parts) and software (instructions) to work. They require power, user input, and an operating system that connects the software and hardware. The main parts that process and store data are the CPU and memory storage.

Many digital systems connect to other digital systems: computers via cables, tablets and laptops via wi-fi, and smartphones via mobile networks.

Explore the roles of internal components like the CPU and memory in a digital system. Match cards with the names of digital system parts (CPU, RAM) to their functions (processing data, storing information). Create a comic strip or storyboard illustrating how we access a file such as a video stored on the network.





Use relevant videos or teaching

its uses. Discuss how messages

slides to explore the internet and

are sent between digital systems

globally in under a second using

packets and IP addresses.

Packet header		Packet header		Packet header	
Sender IP	1.1.1.1	Sender IP	1.1.1.1	Sender IP	1.1.1.1
Receiver IP	2.2.2.2	Receiver IP	2.2.2.2	Receiver IP	2.2.2.2
Sequence	1 of 3	Sequence	2 of 3	Sequence	3 of 3
Payload	"What"	Payload	"is"	Payload	"electricity?"

Achievement standard	They securely access and use multiple digital system to process and transmit data.
Content descriptions	Investigate the main internal components of com Technologies AC9TDI6K01 Examine how digital systems form networks to tra

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Investigate the school network and its interconnected components used to share resources. Discuss the benefits of a network, such as file storage, sharing, and printer access. Students create a how-to guide explaining these benefits and how to interact with and use the school network.

tems and describe their components and how they interact

mon digital systems and their function | Digital

Insmit data | Digital Technologies AC9TDI6K02



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Years 7–8

I can select appropriate hardware for particular tasks, explain how data is transmitted and secured in networks, and identify cyber security threats.

Just as computer hardware components have pros and cons depending on requirements, the performance of physical networks (wired and wireless) can also be compared. Network protocols are used to ensure data is transmitted correctly from one device to another.

Digital systems are vulnerable to various cyber threats, such as phishing and ransomware. Threats can be mitigated through techniques such as email filtering and multi-factor authentication (which enhances the security of passwords).

Compare physical networks (wired and wireless) to the ancient networks related to First Nations Peoples' trading practices throughout history, including trade routes.



Analyse common phishing scams, gaining a deeper understanding of the techniques used by scammers. Develop rules for AI algorithms to detect these scams, promoting critical thinking about cybersecurity and online safety.

Computer network	Ancient trade routes
Cables and connections	Paths or trails that connected different trading locations
Routers	Key points along trade routes where decisions were made about which path to take
Protocols (for example, TCP/IP)	Rules and customs that governed trade along the routes

Use interactives and other online resources to practise performing encryption and decryption using custom online tools.



Achievement standard	Students select appropriate hardware for particular tasks, explain how data is transmitted and secured in networks, and identify cyber security threats.	
Content descriptions	Explain how hardware specifications affect performance and select appropriate hardware for particular tasks and workloads Digital Technologies AC9TDI8K01 Investigate how data is transmitted and secured in wired and wireless networks including the internet Digital Technologies AC9TDI8K02	

Years 9–10

I can explain how various protocols and systems are used to manage, control and secure access to data. I can model cyber security threats and explore a vulnerability.

Internet hardware and software use various protocols and systems to ensure data is correctly delivered from one digital system to another across local networks and across the world.

Encryption techniques make data less readable - and therefore less accessible - so that it can be transmitted more securely across a network and decrypted at its destination.

Create an interactive workshop where students role-play different user roles, demonstrating access control elements like authentication and permissions. For example, demonstrate role-based access to illustrate the necessity of restricting software installation access to administrators only.



Create an infographic about the role of a cybersecurity professional. Include statistics on cybersecurity importance, threat frequency, impact, and the growing demand for professionals. Illustrate the use of modelling tools such as threat modelling software to identify and assess risks. Include network vulnerabilities like brute force attacks and malware.

Achievement standard	Students explain how digital systems mo cyber security threats and explore a vulu
Content descriptions	Investigate how hardware and software networked digital systems Digital Tecl

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Investigate cryptography and modern encryption methods for transmitting digital data securely. Encryption of data is a means of protecting data, one example being the use of secret and public keys. Students encode and decode a message creating a public key, an encryption key and a private key.



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