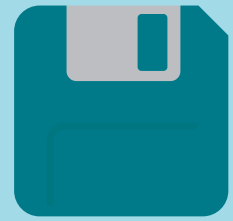# grok academy

*Implementing the Digital Technologies curriculum is easy*

*Try our **online**, **unplugged** and **teacher** resources in your school!*

**Sign up your students at:**
**grokacademy.org**

**Digital Citizenship**

**Managing Files**
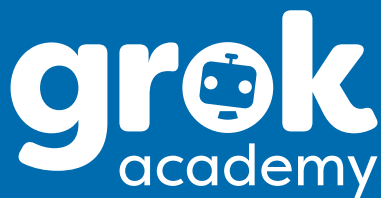
**Email**

**Word Processing**

DAILY NEWS

**Printing**
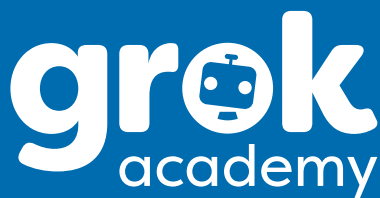
**Typing**

**Locate Information**

**Graphic Design**

# grok academy

Digital literacy requires that students can efficiently and securely manage digital data, as set out in the *managing and operating* element.

## Digital Literacy

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# grok academy

Digital citizenship is an acceptance and upholding of responsible behaviour online and falls under *practising digital safety and wellbeing*.

## Digital Literacy

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# grok academy

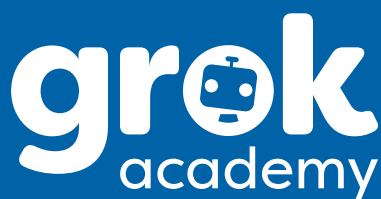Helping teachers implement the Australian Curriculum Digital Technologies

Activities for students in programming, cyber security and other topics.

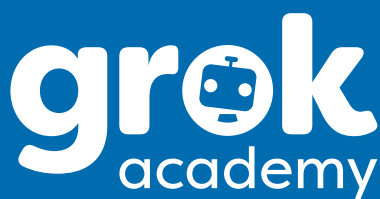Workshops and online courses for teachers.

Expert email, phone and online advice and support for teachers

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# grok academy

Printing is a skill that enables the *creating and exchanging* of information, while also demonstrating evidence of being able to *select and operate tools* for an appropriate purpose.

## Digital Literacy

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# grok academy

Word processing is a means of *creating and exchanging* content, as well as evidence of students being able to *select and operate tools* for authoring purposes.

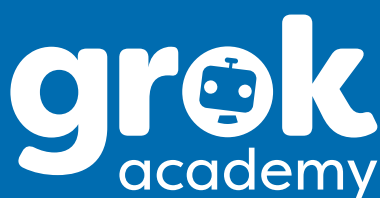## Digital Literacy

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# grok academy
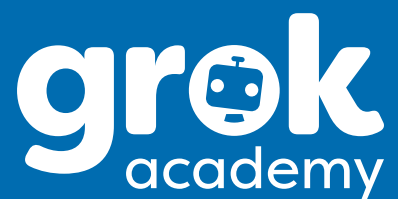
Students are expected to use appropriate tools to *create, communicate and collaborate*, which includes the use of email to exchange information with appropriate audiences.
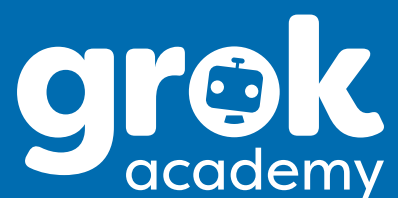
## Digital Literacy

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# grok academy

Graphic design is a means of *creating and exchanging* information and thus a skill used across the curriculum.

## Digital Literacy

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# grok academy

Students are expected to *locate information* using search engine and other tools to demonstrate their research strategies.

## Digital Literacy

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# grok academy

Typing is a skill that is fundamental to engaging with digital technologies. It is necessary to *select and operate tools*, and is a part of the National literacy progression.

## Digital Literacy

Online Communication
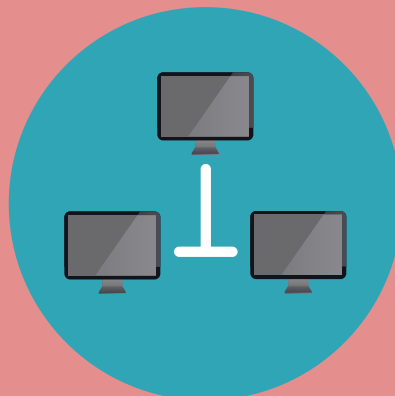

Presentation Tools


Multimedia


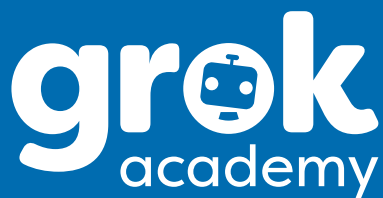Ownership and Use


Visualise Information


Analyse Information


Cyber Safety


Networks


Coding

**grok** academy

Multimedia is primarily a means of *creating and exchanging* content, and evidence of students being able to s*elect and operate tools* for authoring purposes.
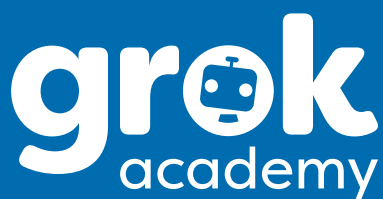
**Digital Literacy**

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**grok** academy

Presentation tools are a means of *creating and exchanging* content, as well as evidence of students being able to s*elect and operate tools* for authoring purposes.

**Digital Literacy**

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**grok** academy
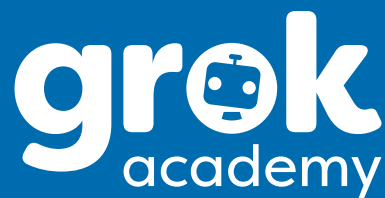
When students are using online tools while *creating and exchanging* information, the way they use these tools reflects their ability to *practise digital safety and wellbeing*. This should be practised in all subjects, and is assessed in Digital Technologies.
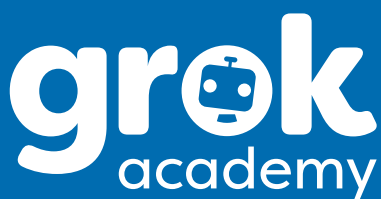
**Digital Literacy**

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Students analyse information as a step in *data interpretation*, which is a core concept in Digital Technologies.

It is represented in Digital Literacy in the *interpret data* sub element, and something student do in all learning areas.
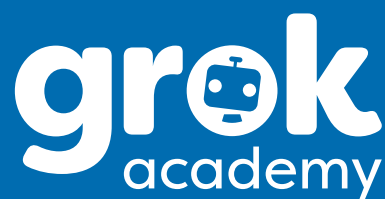
**Digital Literacy & Digital Tech**

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**grok** academy

Being able to visualise data is a key skill in *data interpretation*, one of the core concepts in Digital Technologies.

It is also a skill students should demonstrate in all learning areas and is represented in Digital Literacy in the *interpret data* sub element.

**Digital Literacy & Digital Tech**

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**grok** academy

Students need to learn the rules around ownership and use and demonstrate the application of these skills all the time in school. This is reflected in the *respect intellectual property* sub element in Digital Literacy.
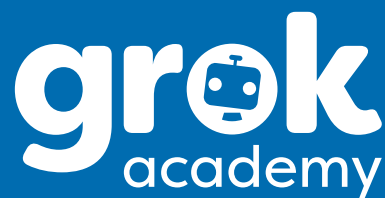
**Digital Literacy**

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**grok** academy
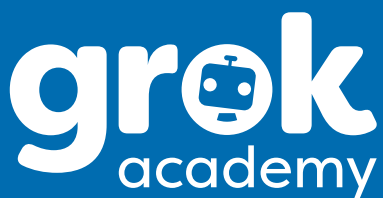
Writing code, or computer programming, to create digital solutions is the main idea captured in the *implementation* core concept in Digital Technologies.

**Digital Technologies**

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**grok** academy
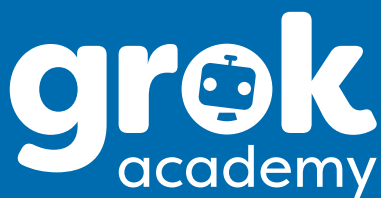
Students investigate how data is transmitted, secured and managed in networks in the Digital Technologies core concept of *digital systems*.
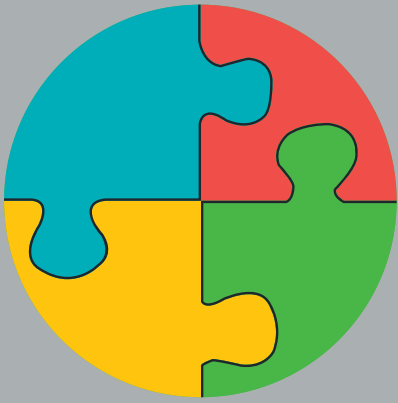
**Digital Technologies**

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**grok** academy

The breadth of cyber safety is expressed in *practising digital safety and wellbeing* in Digital Literacy.

The technical aspects of managing *privacy and security* are a core concept in Digital Technologies.
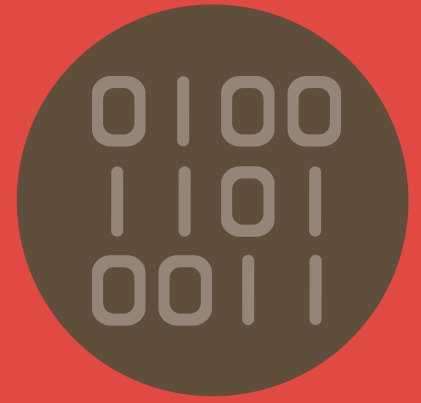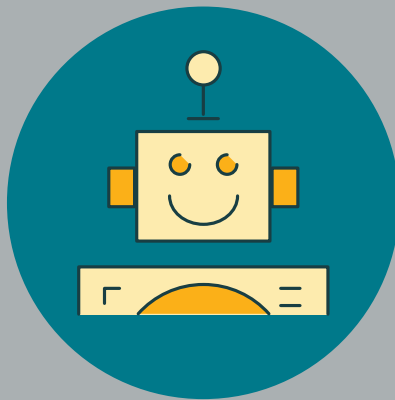
**Digital Literacy & Digital Tech**

## Computational Thinking
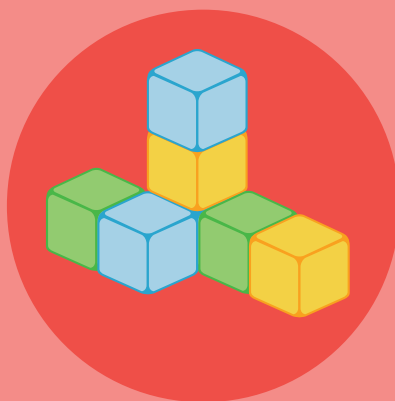
## User Interface Design

## Understanding Data

## Cyber Security

## Robotics

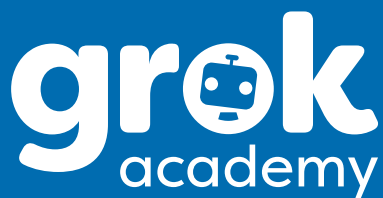## Algorithms

## Data Acquisition

## Abstraction

## Evaluate Systems

**grok** academy

Data is a major thread of Digital Technologies. Students develop a deeper understanding of its *representation*, *acquisition* and *interpretation* at a more technical level than typically occurs in other learning areas.

**Digital Technologies**

**grok** academy

An aspect of human-computer interaction (HCI) - a subset of the *interactions* core concept - that explores how we design interfaces for facilitating the effective and efficient use of digital systems by humans.

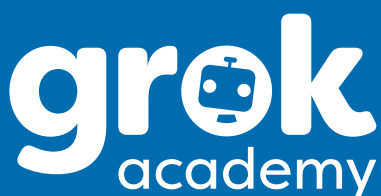**Digital Technologies**

**grok** academy
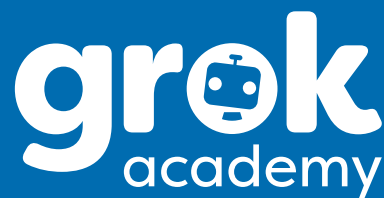
Problem-solving methods involving techniques and strategies that can be implemented by digital systems e.g. decomposing problems, identifying patterns in data, and designing and using algorithms to automate solutions.

**Digital Technologies**

**grok** academy

Students trace, modify, design and represent algorithms in increasing complexity as they progress through the Digital Technologies curriculum. *Algorithms* are a core concept.

**Digital Technologies**

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Robots provide students with a platform to practise their *algorithm* design skills (e.g. making a robot respond to its environment in a predictable way) and *implement* them in code to solve problems.
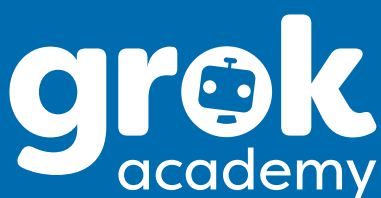
**Digital Technologies**

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Students build their technical knowledge and skills in developing secure systems and practices in Digital Technologies through both the *digital systems* and *security and privacy* core concepts.
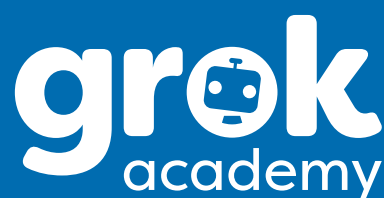
**Digital Technologies**

**grok** academy

Students evaluate their own and existing information systems with increasing complexity as they move through Digital Technologies. This is captured in the *impact* core concept.

**Digital Technologies**

**grok** academy

*Abstraction* underpins everything in Digital Technologies. It involves reducing complexity by hiding details so that the main idea, problem or solution to focus on a manageable number of aspects.

**Digital Technologies**

**grok** academy

*Data acquisition* is a core concept in Digital Technologies. Students acquire, store and validate data in Mathematics and Digital Technologies, with an emphasis on its modelling and representation in spreadsheets and databases in the later years of high school.

**Digital Technologies**

**Data
Representation**

# grok
## academy

*Data representation* is a core concept in Digital Technologies. It is concerned with how data is represented and structured symbolically for storage, use and communication, by people and in digital systems.

# Digital Technologies