Australian Curriculum Version 9: Technologies
Prep level plan 2026

Sequence of units	Semester 1	Semester 2
Unit name	It's showtime!	Robotic toys
Unit description	In this unit, students will explore the characteristics and properties of materials and components that are used to produce designed solutions. They will design and make a puppet with moving parts to use in a puppet show. Students will apply these processes and production skills: • investigating materials, technologies for shaping and joining, and how designs meet people's needs • generating and refining design ideas • producing a puppet that meets the design brief • evaluating their design and production processes • collaborating and managing by working with others; following sequenced steps and sequencing the steps for the project.	In this unit, students learn and apply Digital Technologies knowledge and skills through guided play. They: • recognise and explore how digital and information systems are used for particular purposes in daily life • describe and represent a sequence of steps and decisions (algorithms) to solve simple problems in non-digital and digital contexts • develop foundational skills in systems and computational thinking, applying strategies such as exploring patterns and developing logical steps when solving simple problems

Assessment	Design Technology	Digital technology
	Design Puppets	**Robotic toys**
Technique	Project	Project
If *other*, or more than one, specify		
Mode	☐ Written ☐ Spoken/Signed ☐ Visual ☐ Aural ☒ Practical ☐ Gestural ☒ Multimodal	☐ Written ☐ Spoken/Signed ☐ Visual ☐ Aural ☒ Practical ☐ Gestural ☒ Multimodal
Conditions	☒ Access to resources ☐ Individual task **or** ☒ Group work **Have you considered:** ☒ Time considerations ☒ Accessibility for all students	☒ Access to resources ☐ Individual task **or** ☒ Group work **Have you considered:** ☒ Time considerations ☒ Accessibility for all students

Range and balance of assessment conventions

Aspects of the achievement standard ☼	Design Puppets	Robotic toys
identify familiar products, services and environments and develop familiarity with digital systems, using them for a purpose		▓
create, communicate and choose design ideas	▓	
follow steps and use materials and equipment to safely make a designed solution for a school-selected context	▓	
show how to represent data using objects, pictures and symbols and identify examples of data that is owned by them		▓

Queensland Government