

# Australian Curriculum Version 9: Technologies

## Prep level plan 2025



Sequence of units	Semester 1	Semester 2
<b>Unit name</b>	It's showtime!	Robotic toys
<b>Unit description</b>	<p>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.</p> <p>Students will apply these processes and production skills:</p> <ul style="list-style-type: none"> <li>investigating materials, technologies for shaping and joining, and how designs meet people's needs</li> <li>generating and refining design ideas</li> <li>producing a puppet that meets the design brief</li> <li>evaluating their design and production processes</li> <li>collaborating and managing by working with others; following sequenced steps and sequencing the steps for the project.</li> </ul>	<p>In this unit, students learn and apply Digital Technologies knowledge and skills through guided play.</p> <p>They:</p> <ul style="list-style-type: none"> <li>describe and represent a sequence of steps and decisions (algorithms) to solve simple problems in non-digital and digital contexts</li> <li>develop foundational skills in systems and computational thinking, applying strategies such as exploring patterns and developing logical steps when solving simple problems</li> </ul>

Assessment		Design Technology	Digital technology
		Design Puppets	Robotic toys
Range and balance of assessment conventions	<b>Technique</b> <i>If other, or more than one, specify</i>	Project	Project
	<b>Mode</b>	<input type="checkbox"/> Written <input type="checkbox"/> Spoken/Signed <input type="checkbox"/> Visual <input type="checkbox"/> Aural <input checked="" type="checkbox"/> Practical <input type="checkbox"/> Gestural <input checked="" type="checkbox"/> Multimodal	<input type="checkbox"/> Written <input type="checkbox"/> Spoken/Signed <input type="checkbox"/> Visual <input type="checkbox"/> Aural <input checked="" type="checkbox"/> Practical <input type="checkbox"/> Gestural <input checked="" type="checkbox"/> Multimodal
	<b>Conditions</b>	<input checked="" type="checkbox"/> Access to resources <input type="checkbox"/> Individual task <b>or</b> <input checked="" type="checkbox"/> Group work <b>Have you considered:</b> <input checked="" type="checkbox"/> Time considerations <input checked="" type="checkbox"/> Accessibility for all students	<input checked="" type="checkbox"/> Access to resources <input type="checkbox"/> Individual task <b>or</b> <input checked="" type="checkbox"/> Group work <b>Have you considered:</b> <input checked="" type="checkbox"/> Time considerations <input checked="" type="checkbox"/> Accessibility for all students
<b>Aspects of the achievement standard</b>			
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			