



# Australian Curriculum: 2025 Technologies — Yr1-2

CURRICULUM	Year 1		Year 2	
	Semester 1	Semester 2	Semester 1	Semester 2
<b>Unit name</b>	Grow, grow, grow	Unit 1: Computers- Handy helpers Part A	Unit 1: Computers- Handy helpers Part B and C	Spin it!
<b>Unit description</b>	<p>In this unit, 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 examine how farms meet peoples' needs. They will design solutions for problems on a farm to produce food and follow steps to make a healthy snack. Suggestions for alternative projects are also described.</p> <p>Students will apply the following processes and production skills:</p> <ul style="list-style-type: none"> <li>investigating environments and analysing how they meet a purpose</li> <li>generating and refining design ideas, communicated by simple drawings</li> <li>producing a simple drawing of a designed solution that responds to a client's need</li> <li>evaluating their design and production processes</li> <li>collaborating and managing by working with others and by sequencing production steps.</li> </ul>	<p>In this unit, students learn and apply Digital Technologies knowledge and skills through guided play and tasks integrated into other subject areas. They:</p> <ul style="list-style-type: none"> <li>recognise and explore how digital and information systems are used for particular purposes in daily life</li> <li>collect, explore and sort familiar data and use digital systems to present the data creatively to convey meaning</li> <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, developing logical steps, and hiding unnecessary information when solving simple problems</li> <li>work independently and with others to create and organise ideas and information, and share these with known people in safe online environments.</li> </ul>	<p>In this unit, students learn and apply Digital Technologies knowledge and skills through guided play and tasks integrated into other subject areas. They:</p> <ul style="list-style-type: none"> <li>recognise and explore how digital and information systems are used for particular purposes in daily life</li> <li>collect, explore and sort familiar data and use digital systems to present the data creatively to convey meaning</li> <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, developing logical steps, and hiding unnecessary information when solving simple problems</li> <li>work independently and with others to create and organise ideas and information, and share these with known people in safe online environments.</li> </ul>	<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 spinning toy.</p> <p>Students will apply processes and production skills, in:</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 developing design ideas</li> <li>producing a spinning toy 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>

ASSESSMENT		Year 1	Year 1	Year 2	Year 2
		Semester 1	Semester 2	Semester 1	Semester 2
Range and balance of summative assessment conventions	<b>Assessment</b>	Grow, grow, grow	Handy helpers	Handy helpers	Spin it
	<b>Technique</b>	Collection of work	Collection of work	Collection of work	Collection of work
	<b>Type of text</b>	Folio	Folio/explanation	Folio/explanation	Folio
	<b>Mode</b>	Multimodal	Multimodal	Multimodal	Multimodal
<b>Aspects of the achievement standard</b>					
Technologies Achievement Standard	describe the purpose of familiar products, services and environments and how they meet a range of present needs				
	list the features of technologies that influence design decisions and identify how digital systems are used				
	identify needs, opportunities or problems and describe them				
	collect, sort and display familiar data from a range of sources and recognise patterns in data				
	record design ideas using techniques including labelled drawings, lists and sequenced instructions				
	design solutions to simple problems using a sequence of steps and decisions				
	produce designed solutions for each of the prescribed technologies contexts				
	evaluate their ideas, information and solutions on the basis of personal preferences and provided criteria including care for the environment				
	safely create solutions and communicate ideas and information face-to-face and online				

Shaded cells indicate opportunities that summative assessments provide for students to demonstrate evidence against all aspects of the achievement standard