

Digital Technologies


Year 4 Plan 2025



The [K–12 Curriculum, assessment and reporting framework](#) (K–12 Framework) requires schools to document, retain, and monitor or review their [three levels of planning](#). This template provides an overview of the curriculum and assessment coverage. Teachers may modify this template to suit their school context and the decisions about the provision of the curriculum.

In alignment with the K–12 Curriculum, Assessment and Reporting Framework, Technologies is provided in at least one semester across the band (Year 3 and 4), with teaching and assessment designed to ensure effective coverage of the relevant achievement standard by the end of the band.

Sequence of units	Semester 1	Semester 2
Unit description	<p>This unit focuses on recognising and manipulating data, understanding how it can be represented in different ways, and using digital systems to create solutions to real-world problems. Students will learn how hardware, software, and peripherals are used for various purposes and explore how data can inform sustainable practices. The unit integrates practical activities and assessments to develop skills in data collection, representation, and problem-solving using digital systems.</p> <p>Students explain and display how the same data sets can be represented in different ways.</p>	<p>This unit enables Year 4 students to explore, design and create digital solutions that solve simple problems using a range of digital systems including Code.org, Scratch, Dash robots, and micro:bits.</p> <p>Students will apply algorithmic thinking, include user decision-making and inputs, and finally explain how their solution achieves its intended purpose. The final assessment involves creating a Chase style game in Scratch.</p>

Assessment		Unit 1	Unit 2
		Assessment task	Assessment task
Range and balance of assessment conventions ¹	Technique	Project	Project
	If other, or more than one, specify		Game Design
	Mode	<input checked="" type="checkbox"/> Written <input checked="" type="checkbox"/> Multimodal	<input checked="" type="checkbox"/> Written <input type="checkbox"/> Spoken/Signed <input type="checkbox"/> Visual <input type="checkbox"/> Aural <input type="checkbox"/> Practical <input type="checkbox"/> Gestural <input checked="" type="checkbox"/> Multimodal
	Conditions	Refer to task sheet	Refer to task sheet
Aspects of the achievement standard  Digital Technologies		Shade the cells to indicate aspects covered in the assessment	
describe how a range of digital systems (hardware and software) and their peripheral devices can be used for different purposes.			
explain how the same data sets can be represented in different ways.			
define simple problems, design and implement digital solutions using algorithms that involve decision-making and user input.			
They explain how the solutions meet their purposes.			
collect and manipulate different data when creating information and digital solutions.			
safely use and manage information systems for identified needs using agreed protocols and describe how information systems are used.			