

Digital Technologies


Year 6 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 5 and 6), 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>In this unit, students will explore the fundamental concepts of digital systems, binary representation, and networks, focusing on how these elements work together to transmit and store data. Students will also investigate the principles of sustainability in digital technologies and develop their own digital solutions to address real-world community needs. Using tools like Minecraft Education, students will design and present innovative projects that incorporate sustainable practices, demonstrating their understanding of the role technology plays in creating a better future.</p> <p>Students design and present a digital solution to address a real-world community need. Their solutions must demonstrate sustainability and incorporate elements of digital systems and data representation. Students use Minecraft Education to create a virtual model of their solution and present ideas to the class.</p>	<p>In this unit, students will learn foundational programming concepts through the design and development of a maze-style game using Scratch. The unit emphasises algorithmic thinking, decision-making, repetition, user interface design, and debugging strategies.</p> <p>Students will work through scaffolded challenges leading to an individual or collaborative final project that showcases their ability to define a problem, create a plan, and implement a visual digital solution.</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	Presentation	Game Design
	Mode	<input checked="" type="checkbox"/> Multimodal <input checked="" type="checkbox"/> Spoken/Signed	<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	
explain the fundamentals of digital system components (hardware, software and networks) and how digital systems are connected to form networks.			
explain how digital systems use whole numbers as a basis for representing a variety of data types.			
define problems in terms of data and functional requirements and design solutions by developing algorithms to address the problems.			
incorporate decision-making, repetition and user interface design into their designs and implement their digital solutions, including a visual program.			
explain how information systems and their solutions meet needs and consider sustainability.			
manage the creation and communication of ideas and information in collaborative digital projects using validated data and agreed protocols.			