

Content Descriptions	Objectives and Outcomes
Australian Curriculum Levels F-2	New South Wales Early Stage 1
Knowledge and understanding Digital Systems	Knowledge and Understanding
Recognise and explore digital systems (hardware and software) components for a purpose (ACTDIK001)	Identifies digital systems and explores how instructions are used to control digital devices (ST-e7DI-T)
Representation of data	
Recognise and explore patterns in data and represent data as pictures, symbols and diagrams (ACTDIK002)	
Process of production skills Collecting, managing and analysing data	Skills
Collect, explore and sort data, and use digital systems to present the data creatively (ACTDIP003)	observes, questions and collects data to communicate ideas (STe-1WS-S)
Investigating and defining	Design and Production Skills Continuum Identifying and defining
Following, describe and represent a sequence of steps and decisions (algorithms) needed to solve simple problems (ACTDIP004)	follow a sequence of steps and decisions (algorithms) needed to solve problems order a sequence of steps and decisions (algorithms) needed to solve problems (ACTDIP004)
Generating and designing	Design and Production Skills Continuum Producing and implementing
Evaluating	Design and Production Skills Continuum Testing and evaluating
Explore how people safely use common information systems to meet information, communication and recreation needs (ACTDIP005)	explore how people safely use information systems to meet information, communication and recreation needs (ACTDIP005)
Collaborating and managing	Working Scientifically Skills Continuum Planning and conducting investigations
Create and organise ideas and information using information systems independently and with others, and share these with known people in safe online environments (ACTDIP006)	work collaboratively with others to investigate ideas

Achievement Standards

Stage Statements

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<p>By the end of Year 2, students identify how common digital systems (hardware and software) are used to meet specific purposes. They use digital systems to represent simple patterns in data in different ways. Students design solutions to simple problems using a sequence of steps and decisions. They collect familiar data and display them to convey meaning. They create and organise ideas and information using information systems, and share information in safe online environments.</p>	<p>By the end of Early Stage 1...</p> <p>They collect data and communicate their ideas and observations in a variety of ways. Students investigate possibilities and solutions, individually and in collaboration with others, and use the design process to develop solutions.</p> <p>Students also identify familiar digital systems and follow a simple set of instructions.</p>

**** For the purpose of this document, any NSW Syllabus Objectives and Outcomes, Continuum or Stage Statements that do not directly align to the Australian Digital Technologies Curriculum have been removed.***