

## Shirley Smith High School Vision and Values

### *Grow with us.*

*At Shirley Smith High School, teaching and learning is authentic, rigorous, and designed to maximise student agency. We align deep disciplinary knowledge and excellent pedagogical practice to ensure our learners are empowered to find their purpose, fulfil their potential, and shape their own futures.*

Students at Shirley Smith High School are:

### **Curious**

*brave and open minded inquirers with a desire to know and understand*

### **Connected**

*inclusive young people connected to each other, connected to their community and connected to Country*

### **Learners**

*creative empowered learners with boundless potential for their futures and the future of our planet*

## Subject Details

<b>Subject/s:</b>	Digital Technologies	<b>Learning Area:</b>	Design & Technology
<b>Teacher/s:</b>	Angela Cleland	<b>Learning Period:</b>	Semester One

## Engagement in Learning

In order to facilitate active engagement in their learning, students are expected to:

- Arrive prepared for their lessons, equipped with a fully charged chromebook, a notebook, a pen or pencil, and any other subject-specific materials that may be necessary.
- Independently make an effort to retrieve and complete any missed assignments or coursework due to absences or extracurricular activities during their own time.
- Embrace the principles of the school's Yindyamarra wellbeing framework by treading lightly. This involves taking moments to pause, authentically connecting with others, engaging in deep listening, thoughtful reflection, and considering the impact of their actions on others.

## Learning and Assessment Policies

Please see the school website for policies regarding the submission of late work, extension requests for assessment tasks, and plagiarism and academic integrity.

## Description of Learning

### **Unit overview:**

In the Year 7 Digital Technologies elective, students develop foundational knowledge and skills that build digital confidence, creativity and safe online participation. The unit begins with an exploration of how computers represent data, including binary systems and different forms of digital information. Students identify key hardware components of computers and networks, and develop an understanding of how the internet transfers information across connected systems. They investigate encryption, cyber threats and common online risks, learning practical strategies to protect personal information and behave responsibly in digital environments.

Throughout the semester, students apply their learning through hands-on tasks in data handling and coding. They acquire, interpret and model data using spreadsheets to generate tables, graphs and meaningful insights. In algorithms

and coding, students develop logical thinking skills by designing and testing programs that use variables, conditional (if) statements and for loops. The unit culminates in an introduction to website development, where students build and style simple webpages using HTML and CSS. Emphasis is placed on problem-solving, computational thinking and the safe, ethical use of digital technologies in real-world contexts.

**Unit learning outcomes:**

By the end of this unit, students will demonstrate a level of achievement for the following standards:

- Develops and modifies creative digital solutions, decomposes real-world problems, and evaluates alternative solutions against user stories and design criteria
- Acquires, interprets and models data with spreadsheets and represents data with integers and binary
- Designs and traces algorithms and implements them in a general-purpose programming language
- Selects appropriate hardware for particular tasks, explains how data is transmitted and secured in networks, and identifies cyber security threats
- Selects and uses a range of digital tools efficiently and responsibly to create, locate and share content; and to plan, collaborate on and manage projects
- Manages their digital footprint

**Assessment:**

Task	Approximate Due Date
- Data Representation Activities and Quiz	Week 2
- Network Test	Week 5
- Displaying Data Task	Week 8
- Safety Activities	Week 10
- Coding Task	Week 15
- Classwork	Ongoing

**Learning Experiences**

Throughout the unit, students may have the opportunity to engage in the following learning experiences:

**Incursions/Excursions** - N/A