

# Levels 5 & 6 Overview of units

We note that some curriculum content descriptors are not addressed in this overview at the time of publishing. School snapshots for the case studies project are classified on a spectrum from "starting out" to "consolidating practices".



	Unit A	Unit B	Unit C	Unit D
<b>Title / theme</b>	The Solar System	Natural Disasters	Using Excel	Coding
<b>Summary / intention</b>	Students use technology to explore the inner workings of the universe.	Students investigate natural disasters and then present their new learnings in different mediums.	Students use online catalogues from Ikea and Kmart to redesign their bedrooms.	Students learn how to use simple block commands to create online games.
<b>Approximate number of hours</b>	8	8	1	5
<b>Assessment piece or pieces</b>	rubrics	rubric	teacher observations	rubric
<b>Hardware and software tools used</b>	iPads, Merge Cube and Merge Edu software.	laptop / iPads. Minecraft, PowerPoint, Canva, Word	laptop, Internet and Excel	Laptops and Scratch

**Curriculum Content Descriptions addressed:**

**DIGITAL SYSTEMS**

**VCDTDS026:** Examine the main components of common digital systems, and how such digital systems may connect together to form networks to transmit data

**DATA AND INFORMATION**

**VCDTDI027:** Examine how whole numbers are used as the basis for representing all types of data in digital systems

**VCDTDI028:** Acquire, store and validate different types of data and use a range of software to interpret and visualise data to create information

**VCDTDI029:** Plan, create and communicate ideas, information and online collaborative projects, applying agreed ethical, social and technical protocols

**CREATING DIGITAL SOLUTIONS**

**VCDTCD030:** Define problems in terms of data and functional requirements, drawing on previously solved problems to identify similarities

**VCDTCD031:** Design a user interface for a digital system, generating and considering alternative design ideas

**VCDTCD032:** Design, modify and follow simple algorithms represented diagrammatically and in English, involving sequences of steps, branching, and iteration

**VCDTCD033:** Develop digital solutions as simple visual programs

**VCDTCD034:** Explain how student-developed solutions and existing information systems meet current and future community and sustainability needs

**DIGITAL SYSTEMS**

VCDTDS026

**DATA AND INFORMATION**

VCDTDS027

VCDTDS028

VCDTDS029

**CREATING DIGITAL SOLUTIONS**

VCDTDS030

VCDTDS031

VCDTDS032

VCDTDS033

VCDTDS034

**DIGITAL SYSTEMS**

VCDTDS026

**DATA AND INFORMATION**

VCDTDS027

VCDTDS028

VCDTDS029

**CREATING DIGITAL SOLUTIONS**

VCDTDS030

VCDTDS031

VCDTDS032

VCDTDS033

VCDTDS034

**DIGITAL SYSTEMS**

VCDTDS026

**DATA AND INFORMATION**

VCDTDS027

VCDTDS028

VCDTDS029

**CREATING DIGITAL SOLUTIONS**

VCDTDS030

VCDTDS031

VCDTDS032

VCDTDS033

VCDTDS034

**DIGITAL SYSTEMS**

VCDTDS026

**DATA AND INFORMATION**

VCDTDS027

VCDTDS028

VCDTDS029

**CREATING DIGITAL SOLUTIONS**

VCDTDS030

VCDTDS031

VCDTDS032

VCDTDS033

VCDTDS034

**Copyright:** All Victorian Curriculum and Assessment Authority (VCAA) material is copyright. The VCAA makes no warranties regarding the correctness or accuracy of this DLTV resource. The current Victorian Curriculum and related content can be accessed directly at [www.vcaa.vic.edu.au](http://www.vcaa.vic.edu.au).