

Literacy Teaching Toolkit (Digital Technologies) Map – Levels 7 to 10



Introduction to literacy in Digital Technologies

Literacy in Digital Technologies 

Literate demands in Digital Technologies

Literacy in the Victorian Curriculum: Digital Technologies



Communicating understanding in Digital Technologies

Using flow charts to design algorithms

Justifying opinions with visual representations

Using graphic organisers to evaluate peer-designed digital solutions

Understanding the strategy

Example of using a graphic organiser to evaluate peer-designed digital solutions

Recognising layers of meaning



Developing understanding in Digital Technologies

Explicitly teaching programming vocabulary and genre structure

Understanding the strategy

Example of structured English code to make and eat breakfast

Jointly constructing input and output tables

Using graphic organisers to understand computer networks



Digital Technologies: putting it together

Extended writing piece: Structured report

Learning sequence

Learning sequence for Level 9 and 10 in Digital Technologies

Learning sequence tool

Key:
 = Video