



2026 Year 9 Digital Technology Course Outline

Course Options:

Half Year

Key Competencies:

Thinking

Relating to Others

Using Language, Symbols, and Texts

Managing Self

Participating and Contributing

Values:

Courage, Compassion, Curiosity, Community

Digital Citizenship: Safe and responsible use of digital technologies

Course Information

The Year 9 Digital Technology course is designed to develop students' skills in programming, digital design, and emerging technologies. Learners will build confidence in applying block-based, explore ethical considerations in digital media, and gain hands-on experience with modern tools such as drones, robotics, and AI platforms. Project-based learning and stakeholder feedback will guide iterative development throughout the year.

Career Pathways

- Software Developer/ Game Developer
- Robotics Engineer / AI Specialist
- Cybersecurity Analyst
- UX/UI Designer and Animator

Topic	Topic/Title	Common Assessment
Digital Technologies	Introduction to the course outline. Formative and Summative Assessment Dates. Set up folder structure and cloud storage, passwords and naming conventions.	Formative - Interland Certificate
Cyber Awareness	Cyber Safety, Ethics, Passwords, Misinformation, Deepfakes	
Digital Technologies	Photoshop/Photopea, CRAP Principles, Colour Theory, Cultural Themes	Summative - Fantasy-Themed Collage + Peer Feedback Reflection
Computer Science	Folder Setup, File Types, Saving, Cloud Storage	Formative - Boat Race
Computer Science	Scratch, Gamefroot, Binary Concepts, Code Combat	Summative - Create an Interactive Game + Code Reflection
Mechatronics and Electronics	Microbits, Sensors, Future Trends in Automation	Formative - Microbit Certified



Topic	Topic/Title	Common Assessment
Drones and AI Literacies	What is AI?, Simple Chatbots, Ethics, Prompt Engineering, how to use a drone	

- Animator