e-Learning/ICT Capability
versus Digital Technologies

Digital Technologies

New curriculum content for year 1–10 students with a focus on learning in authentic contexts, using an interactive, design thinking process.

Develops knowledge, understandings and skills of the underlying concepts of computational thinking for digital technologies (CT) and designing and developing digital outcomes (DDBO).

Digital Technologies enables students to build skills and capability so they can be innovative creators of digital solutions.

This relies on and extends e-Learning/ICT capability, moving students beyond being solely users and consumers of digital technologies.

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DigitalFluency is about understanding how to use digital technologies.

Digital Technologies is about learning to be a creator in the digital world, not just learning to use systems.

Digital Technologies is NOT about learning e-learning technology, it’s learning ABOUT technology.