

### Information

Digital systems refer to any device that allows us to perform a task on a digital device. These can include: smart phones, mobile devices, interactive whiteboards and ATMs. Digital systems are created with a purpose. The purpose helps to complete a task that would otherwise be too difficult, take too long if completed by a human or a human could not perform. Smart phones allow users to access multiple modes of information from a device the size of a hand, mobile devices allow users to access information without a keyboard and access digital content without being connected to a power supply, interactive whiteboards allow users to access and display information on a large screen and ATM machines allows users to draw out money without physically entering a bank.

No longer do we just use the word *computer* because we have a range of products that fall out of that category such as smart phones, mobile devices, interactive whiteboards. The term *digital system* covers all the different digital products.

### Curriculum Expectation

Students will investigate different systems and how they are used and how these devices meet information, communication and recreation needs. Students investigate common systems found in their local environments (at school, at home) and how the systems benefit the needs of the user. Example: Using programs such as Teams, Google Meet, Face Time or other communication systems to connect people that aren't contactable in person.

### Video Resource

*Click on the image to open the video*

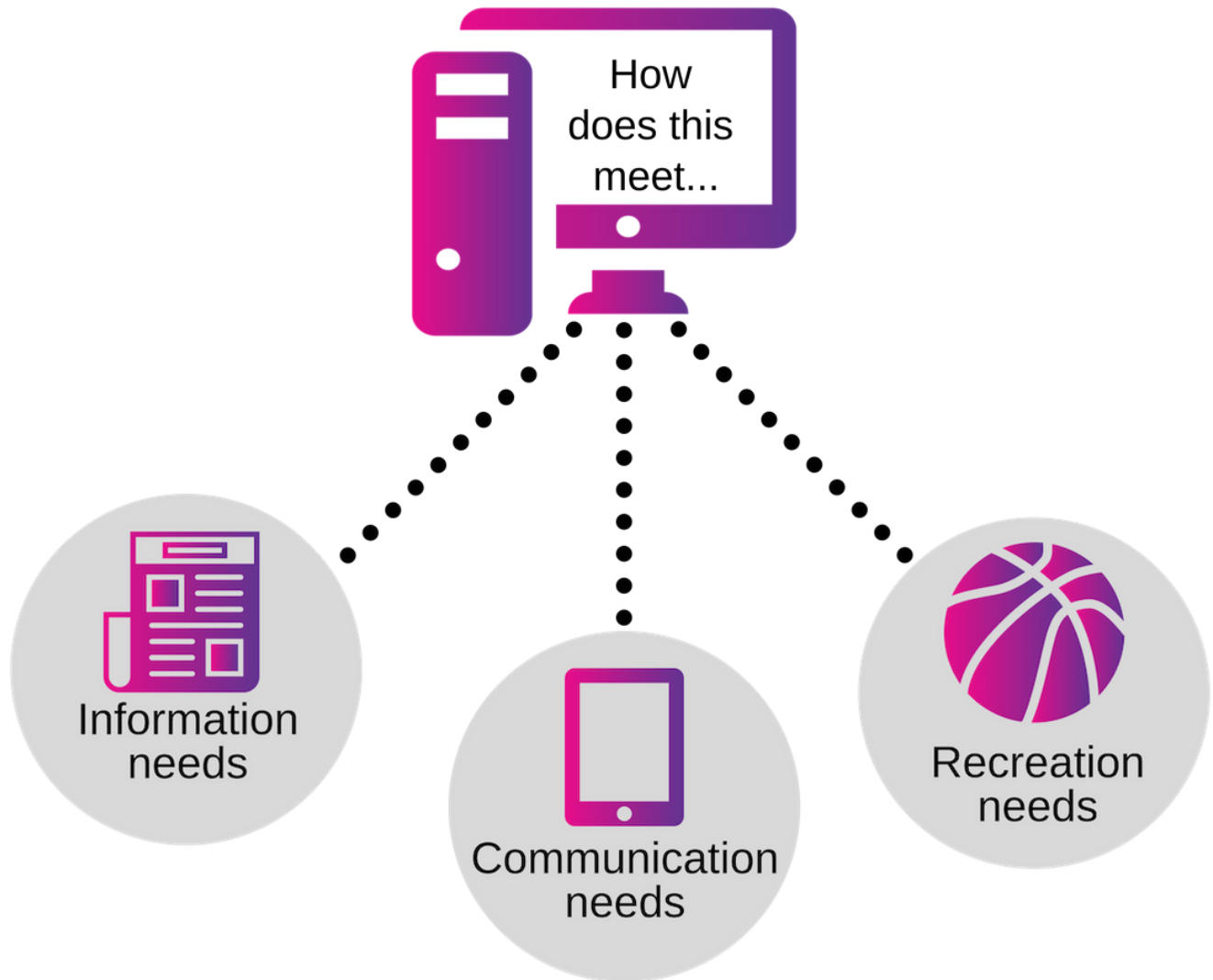
This video examines the digital systems that are common to our lives and the common features that are needed to complete a task.



Video Source: Computer Science Education Research (CSER)

# INFORMATION SYSTEMS

Common information systems to meet needs



Analyse the purpose of using different systems and ensure they are used safely.

