

In Austria pupils must learn the following during their time at school:

Schülerinnen und Schüler sollen wissen:	Pupils should know:
<ul style="list-style-type: none"> - A) Informationsmanagement und Lernorganisation für die eigene Lernarbeit und Weiterbildung mit geeigneter Software in der Praxis umsetzen und dabei vorhandene Informationsquellen erschließen und unterschiedliche Informationsdarstellungen ausgehend von den Vorkenntnissen anwenden 	<ul style="list-style-type: none"> - Information management and organization for your own learning and further development of skills in appropriate software in use today. Finding different sources of information and using previous knowledge to display this information using IT.
<ul style="list-style-type: none"> - B) Inhalte systematisieren und strukturieren sowie Arbeitsergebnisse zusammenstellen und multimedial präsentieren können - ein vernetztes Informationssystem für die individuelle Arbeit aufbauen und nutzen können 	<ul style="list-style-type: none"> - Organize and structure results of your own work and present them using multimedia. How to build and configure a networked information system for personal use.
<ul style="list-style-type: none"> - C) den sicheren Umgang mit Standardsoftware zur schriftlichen Korrespondenz, zur Dokumentation, zur Publikation von Arbeiten, zur multimedialen Präsentation sowie zur Kommunikation erreichen 	<ul style="list-style-type: none"> - Be confident in the use of industry standard software for written correspondence, documentation, publication of work, multimedia presentation and communication.
<ul style="list-style-type: none"> - D) Kalkulationsmodelle erstellen und die Ergebnisse bewerten und interpretieren können; eine einfache Datenbank benutzen können 	<ul style="list-style-type: none"> - Create calculation models and evaluate and interpret the results, can use a simple database
<ul style="list-style-type: none"> - E) Einblicke in wesentliche Begriffe und Methoden der Informatik, ihre typischen Denk- und Arbeitsweisen, ihre historische Entwicklung sowie ihre technischen und theoretischen Grundlagen gewinnen und Grundprinzipien von Automaten, Algorithmen und Programmen kennen lernen 	<ul style="list-style-type: none"> - Gain insights into the fundamental concepts and methods of computer science, typical thinking and working methods, its historical development and technical and theoretical fundamentals. Learn the basic principles of machines, algorithms and programs.
<ul style="list-style-type: none"> - F) wesentliche Maßnahmen und rechtliche Grundlagen im Zusammenhang mit Datensicherheit, Datenschutz und Urheberrecht kennen lernen sowie die Auswirkungen des Technikeinsatzes auf die Einzelnen und die Gesellschaft nachvollziehen. 	<ul style="list-style-type: none"> - Learn essential measures and legal principles related to data security, data protection and copyright and understand the impact of technology on individuals and society.

- **G)** Einsatzmöglichkeiten der Informatik in verschiedenen Berufsfeldern kennen lernen und somit in ihrer Berufsorientierung Unterstützung finden

- Learn about applications of computer science in various professional fields and find out about different career choices in IT.

In the Languages branch, this is covered during year 5, with an overview of the above topics, in the Economics branch the Austrian Syllabus is covered in more depth between the 2nd and 6th classes.

This syllabus is split into two sections: IT in the languages branch and IT in the Economics branch.



Languages

Year 5 only

Projects and lessons are developed to merge the learning of practical skills in industry standard software with IT based topics from the list below.

Topic	Syllabus area covered (See above)
IT Skills	
Word processing / Desktop Publishing	C,E,F
Presentations	A,B,C
Programming	E
Spreadsheets	D
Databases	D
Web Design	B,C
IT Theory	
History of IT	A,E
Uses and Social/Ethical Impacts of IT	A,F,G
VWA/Extended essay preparation	A
IT Number Systems	E
Careers in IT	B,C,G
Computer Hardware	B



Economics

Year 2

Projects and lessons are developed to merge the learning of practical skills in industry standard software with IT based topics from the list below.

Topic	Syllabus area covered (See above)
IT Skills	
Word processing / Desktop Publishing	C,E,F
Presentations	A,B,C
Programming (Basic)	E
IT Theory	
Uses and Social/Ethical Impacts of IT (Inc. Web Safety)	A,F,G
Organizational skills for IT	A
Email Use	A,C
Virtual Learning Environment use	A,C
Current IT Developments	A,B



Economics

Year 3

Projects and lessons are developed to merge the learning of practical skills in industry standard software with IT based topics from the list below.

Topic	Syllabus area covered (See above)
IT Skills	
Spreadsheets	D
Presentations	A,B,C
Programming (Intermediate)	E
Image editing	B,C
IT Theory	
History of ICT	A,E
Research skills for IT	A,E



Economics

Year 4

Projects and lessons are developed to merge the learning of practical skills in industry standard software with IT based topics from the list below.

Topic	Syllabus area covered (See above)
IT Skills	
Databases	D
Presentations	A,B,C
Web Development (Intermediate)	B,C
Desktop Publishing	B,C
IT Theory	
Careers in ICT	B,C,G
Number Systems	E
Uses for IT in different organizations.	F,G



Economics

Year 5

Projects and lessons are developed to merge the learning of practical skills in industry standard software with IT based topics from the list below.

Topic	Syllabus area covered (See above)
IT Skills	
Programming (Advanced)	E
Word processing (Advanced for VWA/EE)	A,C,E,F
Web development (Advanced)	B,C
IT Theory	
Data Security	B,C,G
Legal Aspects of IT	E
VWA/Extended essay preparation	A
Current and Historical IT Issues (A)	E

Year 6

Projects and lessons are developed to merge the learning of practical skills in industry standard software with IT based topics from the list below.

Topic	Syllabus area covered (See above)
IT Skills	
Vector images	B,C
Video Editing	B,C
Sound Editing	B,C
Word processing (Advanced for VWA/EE)	A,C,E,F
IT Theory	
Computer Hardware	B
Current and Historical IT Issues (B)	E