information
data
systems
use
digital
problems
algorithms
simple
solutions
create
different
user
investigate
explore
account
design
range
meet
risks
including
software
social
ideas
types
sustainability
communication
involving
developed
programs
needs
requirements
branching
represented
decisions
implement
visualise
components
taking
projects
diagrammatically
identify
iteration
analyse
plan
follow
evaluating
present
interactive
collect
ethical
usability
transmit
repetition
protocols
acquire
system
real-world
alternative
opportunities
considering
networks
manage
common
experience
collaborative
creation
define
english
structured
online
evaluate
others
people
validate
agreed
existing
visual
recognise
programming
take
describe
solve
functional
hardware
sources
community
language
model
explain
designs
modify
needed
decompose
contexts
input
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applying
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timeliness
interfaces
resources
generating
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features
store
numbers
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patterns
movement
structures
time
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accessibility
provide
processes
policies
constraints
functions
personal
basic
image
basis
ways
relationships
may
sort
communicate
new
recreation
safely
work
technical
available
access
precisely
safe
complex
objects
content
events
terms
safety
object-oriented
specifications
managing
entities
non-functional
predict

Digital Technologies Content Decsriptions