### **Understanding Conventions, Tools, and Techniques in Digital Technology**

When creating a digital technology outcome (like a website, app, or game), you use **conventions**, **tools**, and **techniques**. Each one helps you in a different way.

**Conventions** are the rules or standards that everyone follows to make sure things work well and are easy to understand. For example, most websites have menus at the top or side so users can find things easily.

**Tools** are the programs or equipment you use to create your digital product. This could be software like a coding program, graphic design software, or hardware like a computer or tablet.

**Techniques** are the methods or ways you do tasks within the tools to make your product better. For example, using “copy and paste” to reuse code or applying a filter to a picture.

### **Vocabulary List**

**Conventions:** Rules or standards followed to make digital products easy to use.

**Tools:** Programs or equipment used to create digital products.

**Techniques:** Ways or methods to do tasks within tools.

**Digital technology outcome:** A product like an app, game, or website created using technology.

**Software:** Programs you use on a computer or device.

**Hardware:** Physical devices like computers and tablets.

### **Cloze Questions**

Fill in the blanks with the correct word from the vocabulary list: conventions, tools, techniques, software, hardware.

A hardware is something like a computer or tablet that you use to create digital products.

When making a game, you might use special software like coding programs or graphic design apps.

The techniques are the usual rules everyone follows to make sure the game is easy to play.

Using a special way to fix a picture is a technique.

A website or app that you create is called a hardware.

The programs you use on a computer are called software.

### **Multiple Choice Questions**

What are **conventions** in digital technology?  
a) The programs you use to create something  
b) The rules everyone follows to make things easy to use  
c) The physical devices like a keyboard or mouse

Which of the following is an example of a **tool**?  
a) A rule to put buttons in the same spot on a website  
b) A graphic design program like Photoshop  
c) Copying and pasting text

What are **techniques**?  
a) The way you do tasks inside a tool to improve your work  
b) The computer or device you use  
c) The rules everyone follows

Which of these is a digital technology outcome?  
a) A tablet  
b) A new app you created  
c) The rule to make menus easy to find

Why are conventions important?  
a) They make products harder to use  
b) They help users understand and use digital products easily  
c) They are the devices used to create the product