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**ICT Capabilities**  **SCIENCE**

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| NSW Syllabus for the Australian Curriculum**Stage 1**  | **Content Strand** | **ICT Strand** | **ICT Activities** |
| Using informal measurements in the collection and recording of observations, with the assistance of digital technologies as appropriate ***(ACSIS026, ACSIS039)*** | *Skills*[***Working Scientifically***](http://syllabus.bos.nsw.edu.au/science/science-k10/content/954) | **Communicating** |  |
| Displaying data and information in a variety of ways, including drawings, simple texts, provided tables and graphs, using digital technologies as appropriate | *Skills*[***Working Scientifically***](http://syllabus.bos.nsw.edu.au/science/science-k10/content/954) | **CommunicatingCreating** |  |
| Record the changes in growth of a common plant or animal, using informal units, provided tables and digital technologies as appropriate | *Knowledge and Understanding – Natural Environment* [***Living World***](http://syllabus.bos.nsw.edu.au/science/science-k10/content/958)  | **Communicating** |  |
| Observe and record some of the changes a common plant or animal shows during its life, using an appropriate digital technology, eg a camera | *Knowledge and Understanding – Natural Environment* [***Living World***](http://syllabus.bos.nsw.edu.au/science/science-k10/content/958)  | **Communicating** |  |
| Use a range of information technologies to communicate with others, eg letters, telephones, cameras and emails | *Knowledge and Understanding – Made Environment* [***Information***](http://syllabus.bos.nsw.edu.au/science/science-k10/content/961)  | **Communicating** |  |
| Interact with an information source or technology to explore the ways that different forms of information are combined, including text, image and sound, eg a website or digital game | *Knowledge and Understanding – Made Environment* [***Information***](http://syllabus.bos.nsw.edu.au/science/science-k10/content/961)  | **Investigating****Communicating** |  |
| Interact with a range of familiar information sources and technologies and identify their purposes, eg television programs, websites, digital games, newspapers and magazines | *Knowledge and Understanding – Made Environment* [***Information***](http://syllabus.bos.nsw.edu.au/science/science-k10/content/961)  | **Investigating****Communicating** |  |
| Describe how the purpose of a specific information source or technology influences its design, eg a website or game | *Knowledge and Understanding – Made Environment* [***Information***](http://syllabus.bos.nsw.edu.au/science/science-k10/content/961)  | **Communicating** |  |
| Discuss the purpose and usefulness of familiar applications of science and technology products used in everyday life, eg rechargeable batteries, recycled materials and single-use disposable food containers | *Knowledge and Understanding – Made Environment*[***Products***](http://syllabus.bos.nsw.edu.au/science/science-k10/content/962)  | **Communicating** |  |

