****

**ICT Capabilities**  **SCIENCE**

|  |  |  |  |
| --- | --- | --- | --- |
| 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) | **Communicating Creating** |  |
| 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** |  |

