BYOD
YEAR 4 ICT EXPECTATIONS
2021

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Success **T**eamwork **R**espect **I**nclusive **V**ision **E**xcellence

Applying social and Ethical Protocols and Practices When Using ICT

Typically, by the end of Year 4, students:

RECOGNISE INTELLECTUAL PROPERTY

- acknowledge when they use digital products created by someone else, and start to indicate the source
Examples:
- explaining where an image was sourced

Applying Digital Information Security Practices

- independently apply standard guidelines and techniques for particular digital systems to secure digital information

Examples:
- saving to their own folder or device, logging on to server and email using a personal password

Apply Personal Security Protocols

- apply standard guidelines and take action to avoid the   common dangers to personal security when using ICT and apply appropriate   basic social protocols when using ICT to communicate with unknown   audiences.

Examples:
- sharing personal photographs only in appropriate   environments; using polite
- but impersonal language in posted messages; recognising forms of cyber bullying

Identify The Impacts of ICT Society

- identify the value and role of ICT use at home and school.

Examples:
- valuing ICT as a quick method to find information; playing   games with friends; taking virtual tours; observing events in real time

Investigating with ICT

Typically, by the end of Year 4, students:

DEFINE AND PLAN INFORMATION SEARCHES

- use ICT to plan an information search or generation of information, recognising some pattern within the information, Examples:

- listing what information is required and suggesting where it may be located, creating methods of recording data from experiment

Locate, Generate and Access DATA and Information

- locate, retrieve or generate information from a range of digital sources

Examples:
- locating information by typing in simple URLs; saving text and images; collecting data from a simulation environment

SELECT AND EVALUATE DATA AND INFORMATION

- explain why located data or information was selected

Examples:
- explaining why a source of digital information was used or trusted in preference to another

Creating with ICT

Typically, by the end of Year 4, students:

GENERATE IDEAS, PLANS AND PROCESSES

- use ICT to generate ideas and plan solutions

Examples:
- using tables, photos and sketches in planning documents

GENERATE SOLUTIONS TO CHALLENGES AND LEARNING AREA TASKS

- create and modify simple digital solutions, creative outputs   or data representation/transformation for particular purpose.

Examples:
- editing text, images, audio, and video for presentations and   story-telling; transforming data between numerical and graphical   digital representation; applying editing strategies

Communicating with ICT

Typically, by the end of Year 4, students:

COLLABORATE, SHARE AND EXCHANGE

- use appropriate ICT tools safely to share and exchange information with appropriate known audiences. Examples:

- using emails and online discussion boards to read and post electronic messages

UNDERSTAND COMPUTER MEDIATED COMMUNICATIONS

- understand that computer mediated communications are directed to an audience for a purpose

Examples:
- understanding that a text message may be sent to one or more persons

Managing and Operating ICT

Typically, by the end of Year 4, students:

SELECT AND USE HARDWARE AND SOFTWARE

- identify and independently operate a range of devices, software, functions and   commands, taking into consideration ergonomics when operating appropriate ICT systems, and seek solutions when encountering a problem. Examples:

- using a camera, a microphone and slideshow software to   create a presentation, adjusting the placement and orientation of the   mouse, keyboard and screen to ensure ease and comfort when using; attempting to resolve a technical problem

UNDERSTAND ICT SYSTEMS

- identify and compare the use of the main components of different ICT systems

Examples:
- comparing the use of a touch screen and apps on a mobile with mouse and applications on a desktop computer

MANAGE DIGITAL DATA

- manage and maintain digital data using common methods

Examples:
- managing and maintaining lists, favourites, bookmarks, folders and files