



5.5 Children use digital technologies and media to access information, investigate ideas and represent their thinking

This is evident when children, for example:

- identify technologies and their use in everyday life
- incorporate real or imaginary technologies as features of their play
- use digital technologies to access images and information, explore diverse perspectives and make sense of their world
- develop simple skills to operate digital devices, such as turning on and taking a photo with a tablet
- use digital technologies and media for creative expression (e.g. designing, drawing, composing)
 - engage with technologies and media for fun and social connection
- identify basic icons and keys (e.g. delete button) and use them to support their navigation (e.g. click, swipe, home, scroll) and understand these terms
 - adopt collaborative approaches in their learning about and with digital technologies.