

Australian Curriculum Version 9.0 general capabilities: Digital Literacy

These statements reflect the purpose of the Digital Literacy general capability in the Australian Curriculum to enable Year 1 and Year 2 students to use digital tools to communicate, investigate, create and solve problems.

ELLA specifically supports this through:

- use of tablet-based apps
- play-based, interactive learning experiences
- collaboration and communication
- development of digital, cognitive and social skills.

Level 2: Year 1 and Year 2	Doing sometimes with assistance	Beginning to do independently	Regularly doing confidently
Practising digital safety and wellbeing			
I can care for the classroom's tablet devices and use them responsibly.			
I can use tablet devices safely and follow classroom expectations.			
I understand and can manage screen time.			
Investigating			
I can explore different activities in the apps and notice how they are organised.			
I can navigate between different apps and the app play spaces to find tasks.			
I can recognise how images, sounds and words give meaning.			
Creating and exchanging			
I can use words, sounds or images in the apps to communicate ideas.			
I can share my learning with others using the apps.			
I can use a microphone to speak and record words in the apps when prompted.			
Managing and operating			
I can use basic controls on the tablet device independently.			
I can log in or start the apps with minimal help.			
I can independently navigate the apps and complete activities.			