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**Home Learning: Digital Technologies**

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| **Importance of Digital Technologies for Students** |
| *The digital technologies curriculum enables students to become confident and creative developers of digital solutions through the application of information systems and specific ways of thinking about problem solving.*  *Students acquire a deep knowledge and understanding of digital systems, data and information and the processes associated with creating digital solutions so they can take up an active role in meeting current and future needs.*  **State Government of Victoria, Australia © 2019** |

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| **A message from Miss Borg** |
| Please encourage your child to engage in Digital Technologies whilst they are at home. At school the students have hourly Digital Technologies classes every two weeks.  Below I have links to some resources that we use at school and that you can access with your child at home. Access to a computer, iPad, tablet with wifi/internet is required.  Please ensure that **all internet access** is monitored and undertaken in a **shared area in the home** (e.g. Living Room, Kitchen). |
| **Forgotten School Email Passwords.** |
| This applies to Grade 3-6 students ONLY.  If students forget school email passwords, you may send an email (from a parent’s account) to: [allison.borg@hestalbanssth.catholic.edu.au](mailto:allison.borg@hestalbanssth.catholic.edu.au)  Please include the child’s full name and grade and a message asking for a password reset. You will be notified via email when the password reset takes place. Password resets will be completed during school hours. |

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| **Digital Technologies Activities for Students** | | | |
| **Junior (Prep - 2)** | **Middle (3-4)** | **Senior (5-6)** | **All Grades** |
| <https://studio.code.org/s/pre-express-2019> Learn the basics of computer science and internet safety. At the end of the course, create your very own game or story you can share. | <https://code.org/hourofcode/overview> The [Hour of Code](https://hourofcode.com/) is a global movement reaching tens of millions of students in 180+ countries. | <https://www.youtube.com/channel/UCJyEBMU1xVP2be1-AoGS1BA> Code.org is a non-profit dedicated to expanding participation in computer science education. | <https://fuse.education.vic.gov.au/Primary> Find resources for learning and fun. Explore featured resources, discover topics and get creative with digital tools. |
| <https://www.scratchjr.org/teach/activities> Each of these activities gives you a quick way to learn how to do new things with ScratchJr. They are listed here in order of simplest to hardest. | <https://studio.code.org/s/express-2019> Learn the basics of computer science and internet safety. At the end of the course, create your very own game or story you can share. | <https://code.org/hourofcode/overview> The [Hour of Code](https://hourofcode.com/) is a global movement reaching tens of millions of students in 180+ countries. | <https://www.abcya.com/> ABCya provides over 400 fun and educational games for grades PreK through 6.. Games are categorized by grade and subject. |
| <https://www.abcya.com/> ABCya provides over 400 fun and educational games for grades PreK through 6.. Games are categorized by grade and subject. | <https://www.scratchjr.org/teach/activities> Each of these activities gives you a quick way to learn how to do new things with ScratchJr. They are listed here in order of simplest to hardest. | <https://scratch.mit.edu/about> With Scratch, you can program your own interactive stories, games, and animations — and share your creations with others in the online community. | **ONLINE SAFETY KIDS:** <https://www.esafety.gov.au/kids>  **ONLINE SAFETY PARENTS:**  <https://www.esafety.gov.au/parents> |