

Subject	Computing
Summary of S1 Curriculum	<p>Digital literacy, using common apps such as Word and Powerpoint</p> <p>Email, use of internet, online safety, social media &amp; cyberbullying</p> <p>Designing and making a computer game with Kodu</p> <p>Web design</p> <p>Computer Systems</p>
Task	<p>Learning Intention:</p> <p><i>TCH 3-01a Using digital products and services in a variety of contexts to achieve a purposeful outcome</i></p> <p>Success Criteria:</p> <p><i>To identify ten common digital symbols.</i>  <i>To use the internet to research digital symbols</i></p> <p>Task:</p> <p>Identify the 10 symbols shown on the quiz sheet below. When you have completed the quiz, check your answers against the answers sheet. If you got any of the symbols wrong, or if there were any symbols you did not know, use the internet to research these.</p> <p>Extension task: Have a look at some digital devices around your home. Can you spot any of the symbols on these devices? Did you find any symbols that were not on the quiz sheet? If so draw each new symbol and write down what it means (research it if necessary).</p>