PURPOSE

To develop in students basic competencies with computer-based technology and to use these skills to enhance teaching and learning in all the key learning areas.

RATIONALE

The environments in which students learn and the ways in which people work and live are regularly transformed by existing and emerging technologies. All people need to develop a capability and confidence to use technologies in all aspects of their lives to participate fully in this changing world.

Computer-based technologies, when used with effective teaching and learning strategies, can expand the range of opportunities for student learning in all key learning areas from Kindergarten to Year 6.

OUTCOMES

Students will:

- Use computer-based technologies to locate, access, evaluate, manipulate, create, store and retrieve information
- Express ideas and communicate with others using computer-based technologies
- Develop an awareness of the range of applications of computer-based technologies in society
- Discriminate in the choice and use of computer-based technologies
- Develop the confidence to explore and experiment with technology

IMPLEMENTATION

Basic keyboard skills are to be taught at each stage to facilitate more effective use of computers.

Correct usage of technical terms related to computers is to be encouraged at all times.

Teachers should ensure that all students have equal access to computers regardless of age or gender. This can be assured through class rosters and set computer/word processing tasks.

It is recommended that students spend no more than 20 minutes in one sitting at a computer. After 20 minutes children should get up and re-focus on distant objects.
PHYSICAL CONSIDERATIONS (WHERE POSSIBLE)

- Wall behind computers should not be blank. They should have fixtures which allow children to refocus their eyes when they look up.
- Screens should be at a 20 degree downward angle to operator’s eye-level.
- Desk and chair height should be appropriate to child’s size.
- Lighting should not reflect off the Visual Display Unit (VDU) ie windows not behind operator. VDU screen brightness should be 3-4 times brighter than office lighting.

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