

STORY WHEEL

Year Level	SCIENCE	TECHNOLOGY	ENGINEERING	ARTS (LITERACY)	ARTS (MEDIA)	MATHS
PRE P	<p>Physical sciences The way objects move depends on a variety of factors, including their size and shape (ACSSU005)</p> <p>Nature and development of science Science involves observing, asking questions about, and describing changes in, objects and events (ACSHE013)</p> <p>Science Inquiry Skills</p>		<p>Identify how people design and produce familiar products, services and environments and consider sustainability to meet personal and local community needs (ACTDEK001)</p> <p>Explore how technologies use forces to create movement in products (ACTDEK002)</p>	<p>Creating literature Retell familiar literary texts through performance, use of illustrations and images (ACELT1580)</p>	<p>Use and experiment with different materials, techniques, technologies and processes to make artworks (ACAVAM107)</p> <p>Create and display artworks to communicate ideas to an audience (ACAVA M108)</p> <p>Use media technologies to capture and edit images, sounds and text for a purpose (ACAMAM055)</p> <p>Create and present media artworks that communicate ideas and stories to</p>	<p>Shape Sort, describe and name familiar two-dimensional shapes and three-dimensional objects in the environment (ACMMG009)</p> <p>Location and transformation Describe position and movement (ACMMG010)</p>

<p>Questioning and predicting Pose and respond to questions about familiar objects and events (AC SIS014)</p> <p>Planning and conducting Participate in guided investigations and make observations using the senses (AC SI S011)</p> <p>Processing and analysing data and information Engage in discussions about observations and represent ideas (AC SIS233)</p> <p>Communicati ng:</p>				<p>an audience (ACAM AM056)</p>	
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	Share observations and ideas (ACSIS012)					
YEAR ONE	<p>Earth and space sciences Observable changes occur in the sky and landscape(ACSSU019 - Scootle)</p> <p>Physical sciences Light and sound are produced by a range of sources and can be sensed (ACSSU020 - Scootle)</p> <p>Science as a Human Endeavour</p> <p>Nature and development of science</p>		<p>Knowledge and Understanding</p> <p>Identify how people design and produce familiar products, services and environments and consider sustainability to meet personal and local community needs (ACTDEK001)</p> <p>Explore how technologies use forces to create movement in products (ACTDEK002)</p> <p>Explore the characteristics and properties of materials and components t</p>	<p>Creating literature Recreate texts imaginatively using drawing, writing, performance and digital forms of communication (ACELT1586)</p>	<p>Use and experiment with different materials, techniques, technologies and processes to make artworks (ACAVAM107)</p> <p>Create and display artworks to communicate ideas to an audience (ACAVAM108).</p> <p>Use media technologies to capture and edit images, sounds and text for a purpose (ACAMAM055)</p> <p>Create and present media artworks that communicate ideas and stories to</p>	<p>Shape Recognise and classify familiar two-dimensional shapes and three-dimensional objects using obvious features (ACMMG022)</p>

<p>Science involves observing, asking questions about, and describing changes in, objects and events (ACSHE021 - Scootle)</p> <p>Use and influence of science People use science in their daily lives, including when caring for their environment and living things (ACSHE022 - Scootle)</p> <p>Science Inquiry Skills</p> <p>Questioning and predicting Pose and respond to questions, and</p>		<p>that are used to produce designed solutions (ACTD EK004)</p>		<p>an audience (ACAM AM056)</p>	
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make predictions about familiar objects and events (AC SIS024 - Scootle)

Planning and conducting

Participate in guided investigations to explore and answer questions (AC SI S025 - Scootle)

Use informal measurements to collect and record observations, using digital technologies as appropriate (AC SIS026 - Scootle)

Processing and analysing data

<p>make predictions about familiar objects and events (AC SIS024 - Scootle)</p> <p>Planning and conducting</p> <p>Participate in guided investigations to explore and answer questions (AC SI S025 - Scootle)</p> <p>Use informal measurements to collect and record observations, using digital technologies as appropriate (AC SIS026 - Scootle)</p> <p>Processing and analysing data</p>					
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	<p>and information Use a range of methods to sort information, including drawings and provided tables and through discussion, compare observations with predictions (ACSIS027 - Scootle)</p> <p>Evaluating Compare observations with those of others (ACSIS213 - Scootle)</p> <p>Communicating Represent and communicate observations and ideas in a variety of ways (ACSIS029 - Scootle)</p>					
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<p>YEA R TW O</p>	<p>Physical sciences A push or a pull affects how an object moves or changes shape (ACSSU033)</p> <p>Science as a Human Endeavour</p> <p>Nature and development of science Science involves observing, asking questions about, and describing changes in, objects and events (ACSHE034)</p> <p>Science Inquiry Skills</p> <p>Questioning and predicting Pose and respond to questions, and</p>			<p>Creating literature Create events and characters using different media that develop key events and characters from literary texts (ACELT1593)</p>	<p>Use and experiment with different materials, techniques, technologies and processes to make artworks (ACAVAM107)</p> <p>Create and display artworks to communicate ideas to an audience (ACAVAM108)</p> <p>Use media technologies to capture and edit images, sounds and text for a purpose (ACAMAM055)</p> <p>Create and present media artworks that communicate ideas and stories to an audience (ACAMAM056)</p>	
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<p>make predictions about familiar objects and events (AC SIS037)</p> <p>Planning and conducting</p> <p>Participate in guided investigations to explore and answer questions (AC SI S038 - Scootle)</p> <p>Use informal measurements to collect and record observations, using digital technologies as appropriate (AC SIS039)</p> <p>Processing and analysing data and information</p> <p>Use a range of methods to sort information, including drawings and</p>					
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	<p>provided tables and through discussion, compare observations with predictions (AC SIS040)</p> <p>Evaluating Compare observations with those of others (AC SIS041)</p> <p>Communicating Represent and communicate observations and ideas in a variety of ways (AC SIS042)</p>					
YE R THR EE		<p>Critique needs or opportunities for designing and explore and test a variety of materials, components, tools and equipment and the techniques needed to</p>		<p>Creating literature Create imaginative texts based on characters, settings and events from students' own and other cultures using visual features, for example perspective, distance and angle (ACELT1601)</p>	<p>Use materials, techniques and processes to explore visual conventions when making artworks (ACAVAM111)</p> <p>Present artworks and describe how they have used</p>	<p>Shape Make models of three-dimensional objects and describe key features (ACMMG063)</p>

		<p>produce designed solution(ACTDEP014) Generate, develop, and communicate design ideas and decisions using appropriate technical terms and graphical representation techniques (ACTDEP015) Select and use materials, components, tools, equipment and techniques and use safe work practices to make designed solutions (ACTDEP016) Evaluate design ideas, processes and solutions based on criteria for success developed with guidance and including care for the environment (ACTDEP017) Plan a sequence of production steps when making designed solutions individually</p>			<p>visual conventions to represent their ideas (ACAVAM112)</p> <p>Investigate and devise representations of people in their community, including themselves, through settings, ideas and story structure in images, sounds and text (ACAMAM058)</p> <p>Use media technologies to create time and space through the manipulation of images, sounds and text to tell stories (ACAMAM059)</p>	
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		and collaboratively(ACTDEP018)				
YEAR FOUR		<p>Critique needs or opportunities for designing and explore and test a variety of materials, components, tools and equipment and the techniques needed to produce designed solution(ACTDEP014)</p> <p>Generate, develop, and communicate design ideas and decisions using appropriate technical terms and graphical representation techniques (ACTDEP015)</p> <p>Select and use materials, components, tools, equipment and techniques and use safe work practices to make designed solutions (ACTDEP016)</p>		<p>Responding to literature Discuss literary experiences with others, sharing responses and expressing a point of view (ACELT1603)</p> <p>Interacting with others Interpret ideas and information in spoken texts and listen for key points in order to carry out tasks and use information to share and extend ideas and information (ACELY1687)</p> <p>Plan, rehearse and deliver presentations incorporating learned content and taking into account the particular purposes and audiences (ACELY1689)</p>	<p>Use materials, techniques and processes to explore visual conventions when making artworks (ACAVAM111)</p> <p>Present artworks and describe how they have used visual conventions to represent their ideas (ACAVAM112)</p>	<p>Geometric reasoning Compare angles and classify them as equal to, greater than, or less than, a right angle (ACMMG089)</p>

		<p>Evaluate design ideas, processes and solutions based on criteria for success developed with guidance and including care for the environment (ACT DEP017)</p> <p>Plan a sequence of production steps when making designed solutions individually and collaboratively(ACTD EP018)</p>				
<p>YEA R FIVE</p>				<p>Interacting with others Plan, rehearse and deliver presentations for defined audiences and purposes incorporating accurate and sequenced content and multimodal elements (ACELY1700)</p> <p>Creating texts Plan, draft and publish imaginative, informative and persuasive print and multimodal texts, choosing text structures,</p>		

				language features, images and sound appropriate to purpose and audience(ACELY1704)		
YEA R SIX						<p>Solve problems involving the comparison of lengths and areas using appropriate units (ACMMG137)</p> <p>Location and transformation Investigate combinations of translations, reflections and rotations, with and without the use of digital technologies (ACM MG142)</p> <p>Geometric reasoning Investigate, with and without digital technologies, angles on a straight line, angles at a point and vertically opposite</p>

						angles. Use results to find unknown angles (ACMMG14 1)
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