



DUAL THEATRE AUSTRALIAN CURRICULUM LINKS

Year Level	SCIENCE	TECHNOLOGY DESIGN AND TECHNOLOGY ENGINEERING	ENGLISH	ARTS (VISUAL AND MEDIA)	MATHEMATICS
PREP		DESIGN AND TECHNOLOGIES Knowledge and understanding Explore how technologies use forces to create movement in products (ACTDEK002) Explore the characteristics and properties of materials and components that are used to produce designed solutions (ACTDEK004)	LITERATURE Creating literature Retell familiar literary texts through performance, use of illustrations and images (ACELT1580)	VISUAL ARTS Content Descriptions Use and experiment with different materials, techniques, technologies and processes to make artworks (ACAVAM107) VISUAL ARTS Content Descriptions Create and display artworks to communicate ideas to an audience (ACAVAM108)	MEASUREMENT AND GEOMETRY Shape Sort, describe and name familiar two-dimensional shapes and three-dimensional objects in the environment (ACMMG009) MEASUREMENT AND GEOMETRY

				<p>MEDIA ARTS Content Descriptions Use media technologies to capture and edit images, sounds and text for a purpose (ACAMAM055)</p> <p>MEDIA ARTS Content Descriptions Create and present media artworks that communicate ideas and stories to an audience (ACAMAM056)</p>	<p>Location and transformation Describe position and movement (ACMMG010)</p>
YEAR ONE	<p>DESIGN AND TECHNOLOGIES Knowledge and understanding Explore how technologies use forces to create movement in products (ACTDEK002)</p> <p>Explore the characteristics and properties of materials and components that are used to produce designed solutions (ACTDEK004)</p>	<p>LITERATURE Creating literature Recreate texts imaginatively using drawing, writing, performance and digital forms of communication (ACELT1586)</p>	<p>VISUAL ARTS Content Descriptions 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>MEDIA ARTS Content Descriptions 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>MEASUREMENT AND GEOMETRY Shape Recognise and classify familiar two-dimensional shapes and three-dimensional objects using obvious features (ACMMG022)</p>	

				an audience (ACAMAM056)	
YEAR TWO		<p>DESIGN AND TECHNOLOGIES Knowledge and understanding</p> <p>Explore how technologies use forces to create movement in products (ACTDEK002)</p> <p>Explore the characteristics and properties of materials and components that are used to produce designed solutions (ACTDEK004)</p>	<p>LITERATURE</p> <p>Creating literature Create events and characters using different media that develop key events and characters from literary texts (ACELT1593)</p>	<p>VISUAL ARTS</p> <p>Content Descriptions 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>MEDIA ARTS</p> <p>Content Descriptions 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>	
YEAR THREE		<p>DESIGN AND TECHNOLOGIES Knowledge and understanding</p> <p>Investigate how forces and the properties of materials affect the behaviour of a product or system (ACTDEK011)</p> <p>Processes and Production skills Critique needs or opportunities for designing and explore and test a variety of materials, components, tools and equipment and the techniques needed</p>	<p>LITERATURE</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>VISUAL ARTS</p> <p>Content Descriptions Use materials, techniques and processes to explore visual conventions when making artworks (ACAVAM111)</p> <p>VISUAL ARTS</p> <p>Content Descriptions Present artworks and describe how they have</p>	<p>MEASUREMENT AND GEOMETRY</p> <p>Shape Make models of three-dimensional objects and describe key features (ACMMMG063)</p>

		<p>to produce designed solution(ACTDEP014)</p> <p>DESIGN AND TECHNOLOGIES Processes and Production skill Generate, develop, and communicate design ideas and decisions using appropriate technical terms and graphical representation techniques (ACTDEP015)</p> <p>DESIGN AND TECHNOLOGIES Processes and Production skills Plan a sequence of production steps when making designed solutions individually and collaboratively(ACTDEP018)</p>		<p>used visual conventions to represent their ideas (ACAVAM112)</p> <p>MEDIA ARTS Content Descriptions 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>MEDIA ARTS Content Descriptions Use media technologies to create time and space through the manipulation of images, sounds and text to tell stories (ACAMAM059)</p>	
YEAR FOUR		<p>DESIGN AND TECHNOLOGIES Knowledge and understanding Investigate how forces and the properties of materials affect the behaviour of a product or system (ACTDEK011)</p> <p>DESIGN AND TECHNOLOGIES Processes and Production skills Generate, develop, and communicate design ideas and decisions using appropriate technical terms and graphical representation techniques (ACTDEP015)</p> <p>DESIGN AND TECHNOLOGIES Processes and Production skills Select and use materials, components, tools, equipment and techniques and use</p>	<p>LITERATURE Responding to literature Discuss literary experiences with others, sharing responses and expressing a point of view (ACELT1603)</p> <p>LITERACY 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>LITERACY Interacting with others</p>	<p>VISUAL ARTS Content Descriptions Use materials, techniques and processes to explore visual conventions when making artworks (ACAVAM111)</p> <p>VISUAL ARTS Content Descriptions Present artworks and describe how they have used visual conventions to represent their ideas (ACAVAM112)</p>	

		<p>safe work practices to make designed solutions (ACTDEP016)</p> <p>DESIGN AND TECHNOLOGIES Processes and Production skills Evaluate design ideas, processes and solutions based on criteria for success developed with guidance and including care for the environment (ACTDEP017)</p> <p>DESIGN AND TECHNOLOGIES Processes and Production skills Plan a sequence of production steps when making designed solutions individually and collaboratively(ACTDEP018)</p>	<p>Plan, rehearse and deliver presentations incorporating learned content and taking into account the particular purposes and audiences (ACELY1689)</p>		
YEAR FIVE		<p>DESIGN AND TECHNOLOGIES Knowledge and understanding Generate, develop and communicate design ideas and processes for audiences using appropriate technical terms and graphical representation techniques (ACTDEP025)</p> <p>Processes and production skills Select appropriate materials, components, tools, equipment and techniques and apply safe procedures to make designed solutions (ACTDEP026)</p>	<p>LITERACY Interacting with others Plan, rehearse and deliver presentations for defined audiences and purposes incorporating accurate and sequenced content and multimodal elements (ACELY1700)</p> <p>LITERACY Creating texts Plan, draft and publish imaginative, informative and persuasive print and multimodal texts, choosing text structures, language features, images and sound appropriate to purpose and audience(ACELY1704)</p>	<p>VISUAL ARTS Content Descriptions Develop and apply techniques and processes when making their artworks (ACAVAM115)</p> <p>Plan the display of artworks to enhance their meaning for an audience (ACAVAM116)</p> <p>MEDIA ARTS Content Descriptions Explore representations, characterisations and points of view of people in their community, including themselves, using settings, ideas, story principles and genre conventions in images, sounds and text(ACAMAM062)</p> <p>Develop skills with media technologies to</p>	

				shape space, time, movement and lighting within images, sounds and text (ACAMAM063)	
YEAR SIX		<p>DESIGN AND TECHNOLOGIES</p> <p>Knowledge and understanding Generate, develop and communicate design ideas and processes for audiences using appropriate technical terms and graphical representation techniques (ACTDEP025)</p> <p>Processes and production skills Select appropriate materials, components, tools, equipment and techniques and apply safe procedures to make designed solutions (ACTDEP026)</p>	<p>LITERACY</p> <p>Interacting with others Plan, rehearse and deliver presentations, selecting and sequencing appropriate content and multimodal elements for defined audiences and purposes, making appropriate choices for modality and emphasis (ACELY1710)</p> <p>Create literary texts that adapt or combine aspects of texts students have experienced in innovative ways (ACELT1618)</p> <p>Plan, draft and publish imaginative, informative and persuasive texts, choosing and experimenting with text structures, language features, images and digital resources appropriate to purpose and audience (ACELY1714)</p> <p>LITERACY</p> <p>Creating texts Plan, draft and publish imaginative, informative and persuasive texts, choosing and experimenting with text structures, language features, images and digital resources appropriate to purpose and audience (ACELY1714)</p>	<p>VISUAL ARTS</p> <p>Content Descriptions Develop and apply techniques and processes when making their artworks (ACAVAM115)</p> <p>Plan the display of artworks to enhance their meaning for an audience (ACAVAM116)</p> <p>MEDIA ARTS</p> <p>Content Descriptions Explore representations, characterisations and points of view of people in their community, including themselves, using settings, ideas, story principles and genre conventions in images, sounds and text(ACAMAM062)</p> <p>Develop skills with media technologies to shape space, time, movement and lighting within images, sounds and text (ACAMAM063)</p>	
Year		DESIGN AND TECHNOLOGIES	LITERATURE	VISUAL ARTS	

seven		<p>Knowledge and understanding Analyse ways to produce designed solutions through selecting and combining characteristics and properties of materials, systems, components, tools and equipment (ACTDEK034)</p>	<p>Literature and context Identify and explore ideas and viewpoints about events, issues and characters represented in texts drawn from different historical, social and cultural contexts (ACELT1619)</p> <p>Responding to literature Reflect on ideas and opinions about characters, settings and events in literary texts, identifying areas of agreement and difference with others and justifying a point of view (ACELT1620)</p>	<p>Content Descriptions Develop ways to enhance their intentions as artists through exploration of how artists use materials, techniques, technologies and processes (ACAVAM119)</p>	
Year Eight		<p>DESIGN AND TECHNOLOGIES</p> <p>Knowledge and understanding Analyse ways to produce designed solutions through selecting and combining characteristics and properties of materials, systems, components, tools and equipment (ACTDEK034)</p>	<p>Literature and context Explore the interconnectedness of Country/Place, People, Identity and Culture in texts including those by Aboriginal and Torres Strait Islander authors (ACELT1806)</p> <p>Responding to literature Share, reflect on, clarify and evaluate opinions and arguments about aspects of literary texts (ACELT1627)</p> <p>Examining literature Recognise, explain and analyse the ways literary texts draw on readers' knowledge of other texts and enable new understanding and appreciation of aesthetic qualities (ACELT1629)</p> <p>Interacting with others Plan, rehearse and deliver presentations, selecting and sequencing appropriate content,</p>	<p>MEDIA ARTS</p> <p>Content Descriptions Experiment with the organisation of ideas to structure stories through media conventions and genres to create points of view in images, sounds and text (ACAMAM066)</p> <p>Develop and refine media production skills to shape the technical and symbolic elements of images, sounds and text for a specific purpose and meaning (ACAMAM068)</p> <p>Plan, structure and design media artworks that engage audiences (ACAMAM069)</p> <p>VISUAL ARTS</p> <p>Content Descriptions Develop ways to enhance their intentions</p>	

			including multimodal elements, to reflect a diversity of viewpoints (ACELY1731)	as artists through exploration of how artists use materials, techniques, technologies and processes (ACAVAM119)	
Year Nine			<p>LITERATURE Interacting with Others</p> <p>Use interaction skills to present and discuss an idea and to influence and engage an audience by selecting persuasive language, varying voice tone, pitch, and pace, and using elements such as music and sound effects (ACELY1811)</p> <p>Literacy Interpreting, analysing, evaluating Interpret, analyse and evaluate how different perspectives of issue, event, situation, individuals or groups are constructed to serve specific purposes in texts (ACELY1742)</p>	<p>VISUAL ARTS Content Descriptions</p> <p>Manipulate materials, techniques, technologies and processes to develop and represent their own artistic intentions (ACAVAM126)</p> <p>Develop and refine techniques and processes to represent ideas and subject matter (ACAVAM127)</p> <p>Plan and design artworks that represent artistic intention (ACAVAM128)</p> <p>Present ideas for displaying artworks and evaluate displays of artworks (ACAVAM129)</p> <p>MEDIA ARTS Content Descriptions Experiment with ideas and stories that manipulate media conventions and genres to construct new and alternative points of view through images, sounds and text (ACAMAM073)</p>	

Year Ten			<p>LITERACY</p> <p>Texts in Context Analyse and evaluate how people, cultures, places, events, objects and concepts are represented in texts, including media texts, through language, structural and/or visual choices (ACELY1749)</p> <p>Interacting with others Use organisation patterns, voice and language conventions to present a point of view on a subject, speaking clearly, coherently and with effect, using logic, imagery and rhetorical devices to engage audiences (ACELY1813)</p> <p>Interacting with others Plan, rehearse and deliver presentations, selecting and sequencing appropriate content and multimodal elements to influence a course of action (ACELY1751)</p>	<p>VISUAL ARTS</p> <p>Content Descriptions Manipulate materials, techniques, technologies and processes to develop and represent their own artistic intentions (ACAVAM126)</p> <p>Develop and refine techniques and processes to represent ideas and subject matter (ACAVAM127)</p> <p>Plan and design artworks that represent artistic intention (ACAVAM128)</p> <p>Present ideas for displaying artworks and evaluate displays of artworks (ACAVAM129)</p> <p>MEDIA ARTS</p> <p>Content Descriptions Experiment with ideas and stories that manipulate media conventions and genres to construct new and alternative points of view through images, sounds and text (ACAMAM073)</p>	
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