

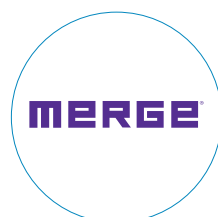
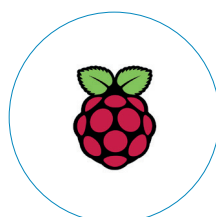
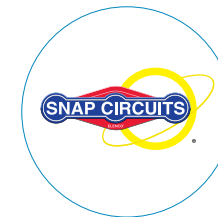
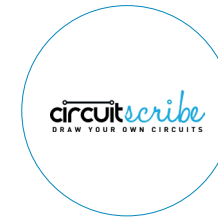


THE LEADERS IN STEM EDUCATIONAL PRODUCTS

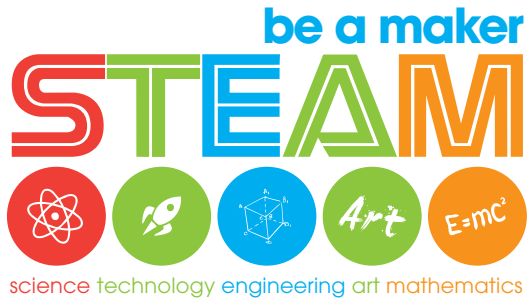
NSW STEAM RESOURCES CATALOGUE



BRANDS ALIGNED TO THE NSW CURRICULUM



NSW STEAM RESOURCES CATALOGUE



IDEAL LEVELS FOR PRODUCT USE IN SCHOOLS NSW

STEAM PRODUCT	ES 1	STAGE 1	STAGE 2	STAGE 3	STAGE 4	STAGE 5
LITTLEBITS		■	■	■	■	■
SNAP CIRCUITS	■	■	■	■	■	■
3 DUX DESIGN		■	■	■	■	■
3DOODLER	■	■	■	■	■	■
STRAWBEES	■	■	■	■	■	■
SMARTIVITY		■	■	■	■	■
CIRCUIT SCRIBE	■	■	■	■	■	■
MAKEY MAKEY		■	■	■	■	■
PRIMO - CUBETTO	■	■	■			
ROBOBLOQ		■	■	■	■	■
MICROBITS		■	■	■	■	■
KANO		■	■	■	■	■
MERGE VR/AR	■	■	■	■	■	■
CURISCOPE	■	■	■	■	■	■
INTELINO	■	■	■	■	■	■

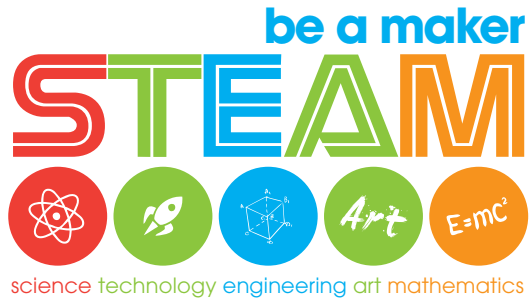


SNAP SHOT CURRICULUM ALIGNMENT NSW

STEAM PRODUCT

CURRICULUM ALIGNMENT

LITTLE BITS	SCIENCE AND TECHNOLOGY		DESIGN TECHNOLOGY	
SNAP CIRCUIT	SCIENCE AND TECHNOLOGY			
3 DUX DESIGN	SCIENCE AND TECHNOLOGY	MATHEMATICS	DESIGN TECHNOLOGY	
3 DOODLER	SCIENCE AND TECHNOLOGY	MATHEMATICS	DESIGN TECHNOLOGY	VISUAL ART
STRAWBEES	SCIENCE AND TECHNOLOGY	MATHEMATICS		
SMARTIVITY	SCIENCE AND TECHNOLOGY	MATHEMATICS	DESIGN TECHNOLOGY	
CIRCUIT SCRIBE	SCIENCE AND TECHNOLOGY			
MAKEY MAKEY	SCIENCE AND TECHNOLOGY			
PRIMO - CUBETTO	SCIENCE AND TECHNOLOGY	MATHEMATICS		
ROBOBLOQ	SCIENCE AND TECHNOLOGY		DESIGN TECHNOLOGY	
MICROBITS	SCIENCE AND TECHNOLOGY		DESIGN TECHNOLOGY	
KANO	SCIENCE AND TECHNOLOGY		DESIGN TECHNOLOGY	
MERGE VR/AR	SCIENCE AND TECHNOLOGY	MATHEMATICS	DESIGN TECHNOLOGY	
CURSICOPE	SCIENCE AND TECHNOLOGY			
INTELINO	SCIENCE AND TECHNOLOGY	MATHEMATICS	DESIGN TECHNOLOGY	



NSW STEAM RESOURCES CATALOGUE

THE LEADERS
IN STEM EDUCATIONAL
PRODUCTS

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CURRICULUM AREA	EARLY STAGE 1 KINDERGARDEN	STAGE 1 YEAR 1-2	STAGE 2 YEAR 3-4	STAGE 3 YEAR 5-6
SCIENCE AND TECHNOLOGY scientific inquiry through the process of working scientifically design and production processes in the development of solutions design and production of digital solutions	STe-1WS-S observes, questions and collects data to communicate ideas	ST1-1WS-S observes, questions and collects data to communicate and compare ideas	ST2-1WS-S questions, plans and conducts scientific investigations, collects and summarises data and communicates using scientific representations	ST3-1WS-S plans and conducts scientific investigations to answer testable questions, and collects and summarises data to communicate conclusions
	STe-2DP-T develops solutions to an identified need	ST1-2DP-T uses materials, tools and equipment to develop solutions for a need or opportunity	ST2-2DP-T selects and uses materials, tools and equipment to develop solutions for a need or opportunity	ST3-2DP-T plans and uses materials, tools and equipment to develop solutions for a need or opportunity
		ST1-3DP-T describes, follows and represents algorithms to solve problems	ST2-3DP-T defines problems, describes and follows algorithms to develop solutions	ST3-3DP-T defines problems, and designs, modifies and follows algorithms to develop solutions
SCIENCE AND TECHNOLOGY the natural world including living things, materials, forces, energy, and Earth and space the built environment including engineering principles and systems, food and fibre production, and material technologies digital technologies including digital systems and how digital technologies represent data	STe-4MW-ST identifies that objects are made of materials that have observable properties	ST1-7MW-T describes how the properties of materials determine their use	ST2-7MW-T investigates the suitability of natural and processed materials for a range of purposes	ST3-7MW-T explains how the properties of materials determines their use for a range of purposes
	STe-7DI-T identifies digital systems and explores how instructions are used to control digital devices	ST1-8PW-S describes common forms of energy and explores some characteristics of sound energy	ST2-8PW-ST describes the characteristics and effects of common forms of energy, such as light and heat	ST3-8PW-ST explains how energy is transformed from one form to another
		ST1-11DI-T identifies the components of digital systems and explores how data is represented	ST2-11DI-T describes how digital systems represent and transmit data	ST3-11DI-T explains how digital systems represent data, connect together to form networks and transmit data
CURRICULUM AREA	STAGE 4 YEAR 7-8		STAGE 5 YEAR 9-10	
DESIGN TECHNOLOGY Knowledge and understanding of and skills in creativity, innovation and enterprise	DT4-6 identifies creative, innovative, and enterprising design ideas and solutions		DT5-6 develops and evaluates creative, innovative and enterprising design ideas and solutions	
	DT4-8 uses management strategies when developing design solutions		DT5-8 selects and applies management strategies when developing design solutions	
DESIGN TECHNOLOGY Skills in communicating design ideas and solutions	DT4-7 communicates design ideas and solutions using a range of techniques		DT5-7 uses appropriate techniques when communicating design ideas and solutions to a range of audiences	
DESIGN TECHNOLOGY Knowledge and understanding of and skills in managing resources and producing quality design solutions	DT4-10 uses a range of technologies appropriately and safely in the development of quality design solutions		DT5-10 selects and uses a range of technologies competently in the development and management of quality design solutions	



BY USING 'SNAP CIRCUITS' IN YOUR PRIMARY OR SECONDARY LEARNING ENVIRONMENT, STUDENTS COULD POTENTIALLY DEVELOP AND APPLY SKILLS IN:

CURRICULUM AREA	EARLY STAGE 1 KINDERGARDEN	STAGE 1 YEAR 1-2	STAGE 2 YEAR 3-4	STAGE 3 YEAR 5-6
<p>SCIENCE AND TECHNOLOGY scientific inquiry through the process of working scientifically design and production processes in the development of solutions</p> <p>design and production of digital solutions</p>	<p>STe-1WS-S observes, questions and collects data to communicate ideas</p>	<p>ST1-1WS-S observes, questions and collects data to communicate and compare ideas</p>	<p>ST2-1WS-S questions, plans and conducts scientific investigations, collects and summarises data and communicates using scientific representations</p>	<p>ST3-1WS-S plans and conducts scientific investigations to answer testable questions, and collects and summarises data to communicate conclusions</p>
	<p>STe-2DP-T develops solutions to an identified need</p>	<p>ST1-2DP-T uses materials, tools and equipment to develop solutions for a need or opportunity</p> <p>ST1-3DP-T describes, follows and represents algorithms to solve problems</p>	<p>ST2-2DP-T selects and uses materials, tools and equipment to develop solutions for a need or opportunity</p> <p>ST2-3DP-T defines problems, describes and follows algorithms to develop solutions</p>	<p>ST3-2DP-T plans and uses materials, tools and equipment to develop solutions for a need or opportunity</p> <p>ST3-3DP-T defines problems, and designs, modifies and follows algorithms to develop solutions</p>
<p>SCIENCE AND TECHNOLOGY the natural world including living things, materials, forces, energy, and Earth and space</p> <p>the built environment including engineering principles and systems, food and fibre production, and material technologies</p> <p>digital technologies including digital systems and how digital technologies represent data</p>	<p>STe-4MW-ST identifies that objects are made of materials that have observable properties</p>	<p>ST1-7MW-T describes how the properties of materials determine their use</p>	<p>ST2-7MW-T investigates the suitability of natural and processed materials for a range of purposes</p>	<p>ST3-7MW-T explains how the properties of materials determines their use for a range of purposes</p>
	<p>STe-7DI-T identifies digital systems and explores how instructions are used to control digital devices</p>	<p>ST1-8PW-S describes common forms of energy and explores some characteristics of sound energy</p>	<p>ST2-8PW-ST describes the characteristics and effects of common forms of energy, such as light and heat</p>	<p>ST3-8PW-ST explains how energy is transformed from one form to another</p>
		<p>ST1-11DI-T identifies the components of digital systems and explores how data is represented</p>	<p>ST2-11DI-T describes how digital systems represent and transmit data</p>	<p>ST3-11DI-T explains how digital systems represent data, connect together to form networks and transmit data</p>

CURRICULUM AREA	EARLY STAGE 1 KINDERGARDEN	STAGE 1 YEAR 1-2	STAGE 2 YEAR 3-4	STAGE 3 YEAR 5-6
<p>SCIENCE AND TECHNOLOGY</p> <p>design and production processes in the development of solutions</p>		<p>ST1-2DP-T uses materials, tools and equipment to develop solutions for a need or opportunity</p> <p>ST1-3DP-T describes, follows and represents algorithms to solve problems</p>	<p>ST2-2DP-T selects and uses materials, tools and equipment to develop solutions for a need or opportunity</p> <p>ST2-3DP-T defines problems, describes and follows algorithms to develop solutions</p>	<p>ST3-2DP-T plans and uses materials, tools and equipment to develop solutions for a need or opportunity</p> <p>ST3-3DP-T defines problems, and designs, modifies and follows algorithms to develop solutions</p>
<p>SCIENCE AND TECHNOLOGY</p> <p>the natural world including living things, materials, forces, energy, and Earth and space</p> <p>the built environment including engineering principles and systems, food and fibre production, and material technologies</p>		<p>ST1-7MW-T describes how the properties of materials determine their use</p>	<p>ST2-7MW-T investigates the suitability of natural and processed materials for a range of purposes</p>	<p>ST3-7MW-T explains how the properties of materials determines their use for a range of purposes</p>
CURRICULUM AREA	STAGE 4 YEAR 7-8	STAGE 5 YEAR 9-10		
<p>DESIGN TECHNOLOGY</p> <p>Knowledge and understanding of and skills in creativity, innovation and enterprise</p>	<p>DT4-6 identifies creative, innovative, and enterprising design ideas and solutions</p>	<p>DT5-6 develops and evaluates creative, innovative and enterprising design ideas and solutions</p>		
<p>DESIGN TECHNOLOGY</p> <p>Skills in communicating design ideas and solutions</p>	<p>DT4-7 communicates design ideas and solutions using a range of techniques</p>	<p>DT5-7 uses appropriate techniques when communicating design ideas and solutions to a range of audiences</p>		
<p>DESIGN TECHNOLOGY</p> <p>Knowledge and understanding of and skills in managing resources and producing quality design solutions</p>	<p>DT4-10 uses a range of technologies appropriately and safely in the development of quality design solutions</p>	<p>DT5-10 selects and uses a range of technologies competently in the development and management of quality design solutions</p>		



BY USING '3D DOODLER' IN YOUR PRIMARY AND SECONDARY LEARNING ENVIRONMENT, STUDENTS COULD POTENTIALLY DEVELOP AND APPLY SKILLS IN:

CURRICULUM AREA	EARLY STAGE 1 KINDERGARDEN	STAGE 1 YEAR 1-2	STAGE 2 YEAR 3-4	STAGE 3 YEAR 5-6
<p>SCIENCE AND TECHNOLOGY</p> <p>design and production processes in the development of solutions</p>	<p>STe-2DP-T develops solutions to an identified need</p>	<p>ST1-2DP-T uses materials, tools and equipment to develop solutions for a need or opportunity</p> <p>ST1-3DP-T describes, follows and represents algorithms to solve problems</p>	<p>ST2-2DP-T selects and uses materials, tools and equipment to develop solutions for a need or opportunity</p> <p>ST2-3DP-T defines problems, describes and follows algorithms to develop solutions</p>	<p>ST3-2DP-T plans and uses materials, tools and equipment to develop solutions for a need or opportunity</p> <p>ST3-3DP-T defines problems, and designs, modifies and follows algorithms to develop solutions</p>
<p>SCIENCE AND TECHNOLOGY</p> <p>the natural world including living things, materials, forces, energy, and Earth and space</p> <p>the built environment including engineering principles and systems, food and fibre production, and material technologies</p>		<p>ST1-7MW-T describes how the properties of materials determine their use</p>	<p>ST2-7MW-T investigates the suitability of natural and processed materials for a range of purposes</p>	<p>ST3-7MW-T explains how the properties of materials determines their use for a range of purposes</p>
<p>MATHEMATICS</p>	<p>MAe-14MG manipulates, sorts and represents three-dimensional objects and describes them using everyday language</p> <p>MAe-15MG manipulates, sorts and describes representations of two-dimensional shapes, including circles, triangles, squares and rectangles, using everyday language</p> <p>MAe-10MG describes and compares areas using everyday language</p>	<p>MA1-14MG sorts, describes, represents and recognises familiar three-dimensional objects, including cones, cubes, cylinders, spheres and prisms</p> <p>MA1-15MG manipulates, sorts, represents, describes and explores two-dimensional shapes, including quadrilaterals, pentagons, hexagons and octagons</p> <p>MA1-10MG measures, records, compares and estimates areas using uniform informal units</p>	<p>MA2-14MG makes, compares, sketches and names three-dimensional objects, including prisms, pyramids, cylinders, cones and spheres, and describes their features</p> <p>MA2-15MG manipulates, identifies and sketches two-dimensional shapes, including special quadrilaterals, and describes their features</p> <p>MA2-16MG identifies, describes, compares and classifies angles</p> <p>MA2-9MG measures, records, compares and estimates lengths, distances and perimeters in metres, centimetres and millimetres, and measures, compares and records temperatures</p>	<p>MA3-14MG identifies three-dimensional objects, including prisms and pyramids, on the basis of their properties, and visualises, sketches and constructs them given drawings of different views</p> <p>MA3-15MG manipulates, classifies and draws two-dimensional shapes, including equilateral, isosceles and scalene triangles, and describes their properties</p> <p>MA3-16MG measures and constructs angles, and applies angle relationships to find unknown angles</p> <p>MA3-9MG selects and uses the appropriate unit and device to measure lengths and distances, calculates perimeters, and converts between units of length</p>
<p>VISUAL ART</p>		<p>VAS1.1 Makes artworks in a particular way about experiences of real and imaginary things.</p>	<p>VAS2.1 Represents the qualities of experiences and things that are interesting or beautiful* by choosing among aspects of subject matter.</p>	<p>VAS3.1 Investigates subject matter in an attempt to represent likenesses of things in the world.</p> <p>VAS3.2 Makes artworks for different audiences assembling materials in a variety of ways.</p>



BY USING '3D DOODLER' IN YOUR PRIMARY AND SECONDARY LEARNING ENVIRONMENT, STUDENTS COULD POTENTIALLY DEVELOP AND APPLY SKILLS IN:

CURRICULUM AREA	STAGE 4 YEAR 7-8	STAGE 5 YEAR 9-10
DESIGN TECHNOLOGY Knowledge and understanding of and skills in creativity, innovation and enterprise	DT4-6 identifies creative, innovative, and enterprising design ideas and solutions	DT5-6 develops and evaluates creative, innovative and enterprising design ideas and solutions
DESIGN TECHNOLOGY Skills in communicating design ideas and solutions	DT4-7 communicates design ideas and solutions using a range of techniques	DT5-7 uses appropriate techniques when communicating design ideas and solutions to a range of audiences
DESIGN TECHNOLOGY Knowledge and understanding of and skills in managing resources and producing quality design solutions	DT4-10 uses a range of technologies appropriately and safely in the development of quality design solutions	DT5-10 selects and uses a range of technologies competently in the development and management of quality design solutions
MATHEMATICS	<p>MA4-12MG calculates the perimeters of plane shapes and the circumferences of circles</p> <p>MA4-13MG uses formulas to calculate the areas of quadrilaterals and circles, and converts between units of area</p> <p>MA4-14MG uses formulas to calculate the volumes of prisms and cylinders, and converts between units of volume</p> <p>MA4-16MG applies Pythagoras' theorem to calculate side lengths in right-angled triangles, and solves related problems</p> <p>MA4-17MG classifies, describes and uses the properties of triangles and quadrilaterals, and determines congruent triangles to find unknown side lengths and angles</p> <p>MA4-18MG identifies and uses angle relationships, including those related to transversals on sets of parallel lines</p>	<p>MA5.1-8MG calculates the areas of composite shapes, and the surface areas of rectangular and triangular prisms</p> <p>MA5.2-11MG calculates the surface areas of right prisms, cylinders and related composite solids</p> <p>MA5.3-13MG applies formulas to find the surface areas of right pyramids, right cones, spheres and related composite solids</p> <p>MA5.1-10MG applies trigonometry, given diagrams, to solve problems, including problems involving angles of elevation and depression</p> <p>MA5.2-13MG applies trigonometry to solve problems, including problems involving bearings</p> <p>MA5.3-15MG applies Pythagoras' theorem, trigonometric relationships, the sine rule, the cosine rule and the area rule to solve problems, including problems involving three dimensions</p> <p>MA5.1-11MG describes and applies the properties of similar figures and scale drawings</p> <p>MA5.2-14MG calculates the angle sum of any polygon and uses minimum conditions to prove triangles are congruent or similar</p> <p>MA5.3-16MG proves triangles are similar, and uses formal geometric reasoning to establish properties of triangles and quadrilaterals</p>
VISUAL ART develop knowledge, understanding and skills to make artworks informed by their understanding of practice, the conceptual framework and the frames	<p>4.1 - uses a range of strategies to explore different artmaking conventions and procedures to make artworks</p> <p>4.2 - explores the function of and relationships between artist – artwork – world – audience</p> <p>4.4 -recognises and uses aspects of the world as a source of ideas, concepts and subject matter in the visual arts</p> <p>4.5 - investigates ways to develop meaning in their artworks</p> <p>4.6 -selects different materials and techniques to make artworks</p>	<p>5.1 -develops range and autonomy in selecting and applying visual arts conventions and procedures to make artworks</p> <p>5.2 - makes artworks informed by their understanding of the function of and relationships between artist – artwork – world – audience</p> <p>5.4 -investigates the world as a source of ideas, concepts and subject matter in the visual arts</p> <p>5.5 -makes informed choices to develop and extend concepts and different meanings in their artworks</p> <p>5.6 -demonstrates developing technical accomplishment and refinement in making artworks</p>

CURRICULUM AREA	EARLY STAGE 1 KINDERGARDEN	STAGE 1 YEAR 1-2	STAGE 2 YEAR 3-4	STAGE 3 YEAR 5-6
<p>SCIENCE AND TECHNOLOGY design and production of digital solutions</p>		<p>ST1-2DP-T uses materials, tools and equipment to develop solutions for a need or opportunity</p> <p>ST1-3DP-T describes, follows and represents algorithms to solve problems</p>	<p>ST2-2DP-T selects and uses materials, tools and equipment to develop solutions for a need or opportunity</p> <p>ST2-3DP-T defines problems, describes and follows algorithms to develop solutions</p>	<p>ST3-2DP-T plans and uses materials, tools and equipment to develop solutions for a need or opportunity</p> <p>ST3-3DP-T defines problems, and designs, modifies and follows algorithms to develop solutions</p>
<p>SCIENCE AND TECHNOLOGY the natural world including living things, materials, forces, energy, and Earth and space</p> <p>the built environment including engineering principles and systems, food and fibre production, and material technologies</p>		<p>ST1-7MW-T describes how the properties of materials determine their use</p>	<p>ST2-7MW-T investigates the suitability of natural and processed materials for a range of purposes</p>	<p>ST3-7MW-T explains how the properties of materials determines their use for a range of purposes</p>
CURRICULUM AREA	STAGE 4 YEAR 7-8	STAGE 5 YEAR 9-10		
<p>DESIGN TECHNOLOGY Knowledge and understanding of and skills in creativity, innovation and enterprise</p>	<p>DT4-6 identifies creative, innovative, and enterprising design ideas and solutions</p>	<p>DT5-6 develops and evaluates creative, innovative and enterprising design ideas and solutions</p>		
<p>DESIGN TECHNOLOGY Skills in communicating design ideas and solutions</p>	<p>DT4-7 communicates design ideas and solutions using a range of techniques</p>	<p>DT5-7 uses appropriate techniques when communicating design ideas and solutions to a range of audiences</p>		
<p>DESIGN TECHNOLOGY Knowledge and understanding of and skills in managing resources and producing quality design solutions</p>	<p>DT4-10 uses a range of technologies appropriately and safely in the development of quality design solutions</p>	<p>DT5-10 selects and uses a range of technologies competently in the development and management of quality design solutions</p>		

CURRICULUM AREA	EARLY STAGE 1 KINDERGARDEN	STAGE 1 YEAR 1-2	STAGE 2 YEAR 3-4	STAGE 3 YEAR 5-6
<p>SCIENCE AND TECHNOLOGY scientific inquiry through the process of working scientifically design and production processes in the development of solutions</p> <p>design and production of digital solutions</p>		<p>ST1-2DP-T uses materials, tools and equipment to develop solutions for a need or opportunity</p> <p>ST1-3DP-T describes, follows and represents algorithms to solve problems</p>	<p>ST2-2DP-T selects and uses materials, tools and equipment to develop solutions for a need or opportunity</p> <p>ST2-3DP-T defines problems, describes and follows algorithms to develop solutions</p>	<p>ST3-2DP-T plans and uses materials, tools and equipment to develop solutions for a need or opportunity</p> <p>ST3-3DP-T defines problems, and designs, modifies and follows algorithms to develop solutions</p>
<p>SCIENCE AND TECHNOLOGY the natural world including living things, materials, forces, energy, and Earth and space</p> <p>the built environment including engineering principles and systems, food and fibre production, and material technologies</p>		<p>ST1-7MW-T describes how the properties of materials determine their use</p>	<p>ST2-7MW-T investigates the suitability of natural and processed materials for a range of purposes</p>	<p>ST3-7MW-T explains how the properties of materials determines their use for a range of purposes</p>
MATHEMATICS	<p>MAe-14MG manipulates, sorts and represents three-dimensional objects and describes them using everyday language</p> <p>MAe-15MG manipulates, sorts and describes representations of two-dimensional shapes, including circles, triangles, squares and rectangles, using everyday language</p>	<p>MA1-14MG sorts, describes, represents and recognises familiar three-dimensional objects, including cones, cubes, cylinders, spheres and prisms</p> <p>MA1-15MG manipulates, sorts, represents, describes and explores two-dimensional shapes, including quadrilaterals, pentagons, hexagons and octagons</p>	<p>MA2-14MG makes, compares, sketches and names three-dimensional objects, including prisms, pyramids, cylinders, cones and spheres, and describes their features</p> <p>MA2-15MG manipulates, identifies and sketches two-dimensional shapes, including special quadrilaterals, and describes their features</p>	<p>MA3-14MG identifies three-dimensional objects, including prisms and pyramids, on the basis of their properties, and visualises, sketches and constructs them given drawings of different views</p> <p>MA3-15MG manipulates, classifies and draws two-dimensional shapes, including equilateral, isosceles and scalene triangles, and describes their properties</p>
CURRICULUM AREA	STAGE 4 YEAR 7-8		STAGE 5 YEAR 9-10	
<p>DESIGN TECHNOLOGY Knowledge and understanding of and skills in creativity, innovation and enterprise</p>	<p>DT4-6 identifies creative, innovative, and enterprising design ideas and solutions</p>		<p>DT5-6 develops and evaluates creative, innovative and enterprising design ideas and solutions</p>	
<p>DESIGN TECHNOLOGY Skills in communicating design ideas and solutions</p>	<p>DT4-7 communicates design ideas and solutions using a range of techniques</p>		<p>DT5-7 uses appropriate techniques when communicating design ideas and solutions to a range of audiences</p>	
<p>DESIGN TECHNOLOGY Knowledge and understanding of and skills in managing resources and producing quality design solutions</p>	<p>DT4-10 uses a range of technologies appropriately and safely in the development of quality design solutions</p>		<p>DT5-10 selects and uses a range of technologies competently in the development and management of quality design solutions</p>	

CURRICULUM AREA	EARLY STAGE 1 KINDERGARDEN	STAGE 1 YEAR 1-2	STAGE 2 YEAR 3-4	STAGE 3 YEAR 5-6
<p>SCIENCE AND TECHNOLOGY scientific inquiry through the process of working scientifically design and production processes in the development of solutions</p> <p>design and production processes in the development of solutions</p> <p>design and production of digital solutions</p>	<p>STe-1WS-S observes, questions and collects data to communicate ideas</p> <p>STe-2DP-T develops solutions to an identified need</p>	<p>ST1-1WS-S observes, questions and collects data to communicate and compare ideas</p> <p>ST1-2DP-T uses materials, tools and equipment to develop solutions for a need or opportunity</p> <p>ST1-3DP-T describes, follows and represents algorithms to solve problems</p>	<p>ST2-1WS-S questions, plans and conducts scientific investigations, collects and summarises data and communicates using scientific representations</p> <p>ST2-2DP-T selects and uses materials, tools and equipment to develop solutions for a need or opportunity</p> <p>ST2-3DP-T defines problems, describes and follows algorithms to develop solutions</p>	<p>ST3-1WS-S plans and conducts scientific investigations to answer testable questions, and collects and summarises data to communicate conclusions</p> <p>ST3-2DP-T plans and uses materials, tools and equipment to develop solutions for a need or opportunity</p> <p>ST3-3DP-T defines problems, and designs, modifies and follows algorithms to develop solutions</p>
<p>SCIENCE AND TECHNOLOGY the natural world including living things, materials, forces, energy, and Earth and space</p> <p>the built environment including engineering principles and systems, food and fibre production, and material technologies</p> <p>digital technologies including digital systems and how digital technologies represent data</p>	<p>STe-4MW-ST identifies that objects are made of materials that have observable properties</p> <p>STe-7DI-T identifies digital systems and explores how instructions are used to control digital devices</p>	<p>ST1-7MW-T describes how the properties of materials determine their use</p> <p>ST1-8PW-S describes common forms of energy and explores some characteristics of sound energy</p> <p>ST1-11DI-T identifies the components of digital systems and explores how data is represented</p>	<p>ST2-7MW-T investigates the suitability of natural and processed materials for a range of purposes</p> <p>ST2-8PW-ST describes the characteristics and effects of common forms of energy, such as light and heat</p> <p>ST2-11DI-T describes how digital systems represent and transmit data</p>	<p>ST3-7MW-T explains how the properties of materials determines their use for a range of purposes</p> <p>ST3-8PW-ST explains how energy is transformed from one form to another</p> <p>ST3-11DI-T explains how digital systems represent data, connect together to form networks and transmit data</p>



BY USING 'MAKEY MAKEY' IN YOUR PRIMARY AND SECONDARY LEARNING ENVIRONMENT, STUDENTS COULD POTENTIALLY DEVELOP AND APPLY SKILLS IN:

CURRICULUM AREA	EARLY STAGE 1 KINDERGARDEN	STAGE 1 YEAR 1-2	STAGE 2 YEAR 3-4	STAGE 3 YEAR 5-6
<p>SCIENCE AND TECHNOLOGY scientific inquiry through the process of working scientifically design and production processes in the development of solutions</p> <p>design and production processes in the development of solutions</p> <p>design and production of digital solutions</p>	<p>STe-1WS-S observes, questions and collects data to communicate ideas</p> <p>STe-2DP-T develops solutions to an identified need</p>	<p>ST1-1WS-S observes, questions and collects data to communicate and compare ideas</p> <p>ST1-2DP-T uses materials, tools and equipment to develop solutions for a need or opportunity</p> <p>ST1-3DP-T describes, follows and represents algorithms to solve problems</p>	<p>ST2-1WS-S questions, plans and conducts scientific investigations, collects and summarises data and communicates using scientific representations</p> <p>ST2-2DP-T selects and uses materials, tools and equipment to develop solutions for a need or opportunity</p> <p>ST2-3DP-T defines problems, describes and follows algorithms to develop solutions</p>	<p>ST3-1WS-S plans and conducts scientific investigations to answer testable questions, and collects and summarises data to communicate conclusions</p> <p>ST3-2DP-T plans and uses materials, tools and equipment to develop solutions for a need or opportunity</p> <p>ST3-3DP-T defines problems, and designs, modifies and follows algorithms to develop solutions</p>
<p>SCIENCE AND TECHNOLOGY the natural world including living things, materials, forces, energy, and Earth and space</p> <p>the built environment including engineering principles and systems, food and fibre production, and material technologies</p> <p>digital technologies including digital systems and how digital technologies represent data</p>	<p>STe-4MW-ST identifies that objects are made of materials that have observable properties</p> <p>STe-7DI-T identifies digital systems and explores how instructions are used to control digital devices</p>	<p>ST1-7MW-T describes how the properties of materials determine their use</p> <p>ST1-8PW-S describes common forms of energy and explores some characteristics of sound energy</p> <p>ST1-11DI-T identifies the components of digital systems and explores how data is represented</p>	<p>ST2-7MW-T investigates the suitability of natural and processed materials for a range of purposes</p> <p>ST2-8PW-ST describes the characteristics and effects of common forms of energy, such as light and heat</p> <p>ST2-11DI-T describes how digital systems represent and transmit data</p>	<p>ST3-7MW-T explains how the properties of materials determines their use for a range of purposes</p> <p>ST3-8PW-ST explains how energy is transformed from one form to another</p> <p>ST3-11DI-T explains how digital systems represent data, connect together to form networks and transmit data</p>

CURRICULUM AREA	EARLY STAGE 1 KINDERGARDEN	STAGE 1 YEAR 1-2
<p>SCIENCE AND TECHNOLOGY</p> <p>scientific inquiry through the process of working scientifically design and production processes in the development of solutions</p> <p>design and production of digital solutions</p>	<p>STe-2DP-T Develops solutions to an identified need</p>	<p>ST1-2DP-T uses materials, tools and equipment to develop solutions for a need or opportunity</p> <p>ST1-3DP-T describes, follows and represents algorithms to solve problems</p>
<p>SCIENCE AND TECHNOLOGY</p> <p>digital technologies including digital systems and how digital technologies represent data</p>	<p>STe-7DI-T identifies digital systems and explores how instructions are used to control digital devices</p>	<p>ST1-11DI-T identifies the components of digital systems and explores how data is represented</p>
<p>MATHEMATICS</p>	<p>MAe-9MG describes and compares lengths and distances using everyday language</p>	<p>MA1-9MG measures, records, compares and estimates lengths and distances using uniform informal units, metres and centimetres</p>

CURRICULUM AREA	EARLY STAGE 1 KINDERGARDEN	STAGE 1 YEAR 1-2	STAGE 2 YEAR 3-4	STAGE 3 YEAR 5-6
<p>SCIENCE AND TECHNOLOGY</p> <p>scientific inquiry through the process of working scientifically design and production processes in the development of solutions</p> <p>design and production of digital solutions</p>		<p>ST1-2DP-T uses materials, tools and equipment to develop solutions for a need or opportunity</p> <p>ST1-3DP-T describes, follows and represents algorithms to solve problems</p>	<p>ST2-2DP-T selects and uses materials, tools and equipment to develop solutions for a need or opportunity</p> <p>ST2-3DP-T defines problems, describes and follows algorithms to develop solutions</p>	<p>ST3-2DP-T plans and uses materials, tools and equipment to develop solutions for a need or opportunity</p> <p>ST3-3DP-T defines problems, and designs, modifies and follows algorithms to develop solutions</p>
<p>SCIENCE AND TECHNOLOGY</p> <p>digital technologies including digital systems and how digital technologies represent data</p>	<p>STe-7DI-T identifies digital systems and explores how instructions are used to control digital devices</p>	<p>ST1-11DI-T identifies the components of digital systems and explores how data is represented</p>	<p>ST2-11DI-T describes how digital systems represent and transmit data</p>	<p>ST3-11DI-T explains how digital systems represent data, connect together to form networks and transmit data</p>
CURRICULUM AREA	STAGE 4 YEAR 7-8		STAGE 5 YEAR 9-10	
<p>DESIGN TECHNOLOGY</p> <p>Knowledge and understanding of and skills in creativity, innovation and enterprise</p>	<p>DT4-6 identifies creative, innovative, and enterprising design ideas and solutions</p>		<p>DT5-6 develops and evaluates creative, innovative and enterprising design ideas and solutions</p>	
<p>DESIGN TECHNOLOGY</p> <p>Skills in communicating design ideas and solutions</p>	<p>DT4-7 communicates design ideas and solutions using a range of techniques</p>		<p>DT5-7 uses appropriate techniques when communicating design ideas and solutions to a range of audiences</p>	
<p>DESIGN TECHNOLOGY</p> <p>Knowledge and understanding of and skills in managing resources and producing quality design solutions</p>	<p>DT4-10 uses a range of technologies appropriately and safely in the development of quality design solutions</p>		<p>DT5-10 selects and uses a range of technologies competently in the development and management of quality design solutions</p>	

CURRICULUM AREA	EARLY STAGE 1 KINDERGARDEN	STAGE 1 YEAR 1-2	STAGE 2 YEAR 3-4	STAGE 3 YEAR 5-6
<p>SCIENCE AND TECHNOLOGY</p> <p>design and production processes in the development of solutions</p> <p>design and production of digital solutions</p>		<p>ST1-2DP-T uses materials, tools and equipment to develop solutions for a need or opportunity</p> <p>ST1-3DP-T describes, follows and represents algorithms to solve problems</p>	<p>ST2-2DP-T selects and uses materials, tools and equipment to develop solutions for a need or opportunity</p> <p>ST2-3DP-T defines problems, describes and follows algorithms to develop solutions</p>	<p>ST3-2DP-T plans and uses materials, tools and equipment to develop solutions for a need or opportunity</p> <p>ST3-3DP-T defines problems, and designs, modifies and follows algorithms to develop solutions</p>
<p>SCIENCE AND TECHNOLOGY</p> <p>digital technologies including digital systems and how digital technologies represent data</p>	<p>STe-7DI-T identifies digital systems and explores how instructions are used to control digital devices</p>	<p>ST1-11DI-T identifies the components of digital systems and explores how data is represented</p>	<p>ST2-11DI-T describes how digital systems represent and transmit data</p>	<p>ST3-11DI-T explains how digital systems represent data, connect together to form networks and transmit data</p>
CURRICULUM AREA	STAGE 4 YEAR 7-8		STAGE 5 YEAR 9-10	
<p>DESIGN TECHNOLOGY</p> <p>Knowledge and understanding of and skills in creativity, innovation and enterprise</p>	<p>DT4-6 identifies creative, innovative, and enterprising design ideas and solutions</p>		<p>DT5-6 develops and evaluates creative, innovative and enterprising design ideas and solutions</p>	
<p>DESIGN TECHNOLOGY</p> <p>Skills in communicating design ideas and solutions</p>	<p>DT4-7 communicates design ideas and solutions using a range of techniques</p>		<p>DT5-7 uses appropriate techniques when communicating design ideas and solutions to a range of audiences</p>	
<p>DESIGN TECHNOLOGY</p> <p>Knowledge and understanding of and skills in managing resources and producing quality design solutions</p>	<p>DT4-10 uses a range of technologies appropriately and safely in the development of quality design solutions</p>		<p>DT5-10 selects and uses a range of technologies competently in the development and management of quality design solutions</p>	



BY USING 'KANO' IN YOUR PRIMARY AND SECONDARY LEARNING ENVIRONMENT, STUDENTS COULD POTENTIALLY DEVELOP AND APPLY SKILLS IN:

CURRICULUM AREA	EARLY STAGE 1 KINDERGARDEN	STAGE 1 YEAR 1-2	STAGE 2 YEAR 3-4	STAGE 3 YEAR 5-6
<p>SCIENCE AND TECHNOLOGY</p> <p>design and production processes in the development of solutions</p> <p>design and production of digital solutions</p>		<p>ST1-2DP-T uses materials, tools and equipment to develop solutions for a need or opportunity</p> <p>ST1-3DP-T describes, follows and represents algorithms to solve problems</p>	<p>ST2-2DP-T selects and uses materials, tools and equipment to develop solutions for a need or opportunity</p> <p>ST2-3DP-T defines problems, describes and follows algorithms to develop solutions</p>	<p>ST3-2DP-T plans and uses materials, tools and equipment to develop solutions for a need or opportunity</p> <p>ST3-3DP-T defines problems, and designs, modifies and follows algorithms to develop solutions</p>
<p>SCIENCE AND TECHNOLOGY</p> <p>digital technologies including digital systems and how digital technologies represent data</p>	<p>STe-7DI-T identifies digital systems and explores how instructions are used to control digital devices</p>	<p>ST1-11DI-T identifies the components of digital systems and explores how data is represented</p>	<p>ST2-11DI-T describes how digital systems represent and transmit data</p>	<p>ST3-11DI-T explains how digital systems represent data, connect together to form networks and transmit data</p>
CURRICULUM AREA	STAGE 4 YEAR 7-8	STAGE 5 YEAR 9-10		
<p>DESIGN TECHNOLOGY</p> <p>Knowledge and understanding of and skills in creativity, innovation and enterprise</p>	<p>DT4-6 identifies creative, innovative, and enterprising design ideas and solutions</p>	<p>DT5-6 develops and evaluates creative, innovative and enterprising design ideas and solutions</p>		
<p>DESIGN TECHNOLOGY</p> <p>Skills in communicating design ideas and solutions</p>	<p>DT4-7 communicates design ideas and solutions using a range of techniques</p>	<p>DT5-7 uses appropriate techniques when communicating design ideas and solutions to a range of audiences</p>		
<p>DESIGN TECHNOLOGY</p> <p>Knowledge and understanding of and skills in managing resources and producing quality design solutions</p>	<p>DT4-10 uses a range of technologies appropriately and safely in the development of quality design solutions</p>	<p>DT5-10 selects and uses a range of technologies competently in the development and management of quality design solutions</p>		

CURRICULUM AREA	EARLY STAGE 1 KINDERGARDEN	STAGE 1 YEAR 1-2	STAGE 2 YEAR 3-4	STAGE 3 YEAR 5-6
SCIENCE AND TECHNOLOGY scientific inquiry through the process of working scientifically	STe-1WS-S observes, questions and collects data to communicate ideas	ST1-1WS-S observes, questions and collects data to communicate and compare ideas	ST2-1WS-S questions, plans and conducts scientific investigations, collects and summarises data and communicates using scientific representations	ST3-1WS-S plans and conducts scientific investigations to answer testable questions, and collects and summarises data to communicate conclusions
MATHEMATICS	MAe-14MG manipulates, sorts and represents three-dimensional objects and describes them using everyday language MAe-15MG manipulates, sorts and describes representations of two-dimensional shapes, including circles, triangles, squares and rectangles, using everyday language	MA1-14MG sorts, describes, represents and recognises familiar three-dimensional objects, including cones, cubes, cylinders, spheres and prisms MA1-15MG manipulates, sorts, represents, describes and explores two-dimensional shapes, including quadrilaterals, pentagons, hexagons and octagons	MA2-14MG makes, compares, sketches and names three-dimensional objects, including prisms, pyramids, cylinders, cones and spheres, and describes their features MA2-15MG manipulates, identifies and sketches two-dimensional shapes, including special quadrilaterals, and describes their features	MA3-14MG identifies three-dimensional objects, including prisms and pyramids, on the basis of their properties, and visualises, sketches and constructs them given drawings of different views MA3-15MG manipulates, classifies and draws two-dimensional shapes, including equilateral, isosceles and scalene triangles, and describes their properties
CURRICULUM AREA	STAGE 4 YEAR 7-8	STAGE 5 YEAR 9-10		
SCIENCE AND TECHNOLOGY Develop knowledge, understanding of and skills in applying the processes of Working Scientifically through	SC4-4WS identifies questions and problems that can be tested or researched and makes predictions based on scientific knowledge SC4-5WS collaboratively and individually produces a plan to investigate questions and problems SC4-7WS processes and analyses data from a first-hand investigation and secondary sources to identify trends, patterns and relationships, and draw conclusions SC4-9WS presents science ideas, findings and information to a given audience using appropriate scientific language, text types and representations SC4-14LW relates the structure and function of living things to their classification, survival and reproduction	SC5-4WS develops questions or hypotheses to be investigated scientifically SC5-5WS produces a plan to investigate identified questions, hypotheses or problems, individually and collaboratively SC5-7WS processes, analyses and evaluates data from first-hand investigations and secondary sources to develop evidence-based arguments and conclusions SC5-9WS presents science ideas and evidence for a particular purpose and to a specific audience, using appropriate scientific language, conventions and representations SC5-14LW analyses interactions between components and processes within biological systems		
DESIGN TECHNOLOGY Skills in communicating design ideas and solutions	DT4-7 communicates design ideas and solutions using a range of techniques	DT5-7 uses appropriate techniques when communicating design ideas and solutions to a range of audiences		
DESIGN TECHNOLOGY Knowledge and understanding of and skills in managing resources and producing quality design solutions	DT4-10 uses a range of technologies appropriately and safely in the development of quality design solutions	DT5-10 selects and uses a range of technologies competently in the development and management of quality design solutions		

CURRICULUM AREA	STAGE 4 YEAR 7-8	STAGE 5 YEAR 9-10
<p>SCIENCE AND TECHNOLOGY Develop knowledge of the Living World, and understanding about the nature, development, use and influence of science</p>	<p>SC4-14LW relates the structure and function of living things to their classification, survival and reproduction</p>	<p>SC5-14LW analyses interactions between components and processes within biological systems</p>
<p>DESIGN TECHNOLOGY Knowledge and understanding of and skills in creativity, innovation and enterprise</p>	<p>DT4-6 identifies creative, innovative, and enterprising design ideas and solutions</p>	<p>DT5-6 develops and evaluates creative, innovative and enterprising design ideas and solutions</p>
<p>DESIGN TECHNOLOGY Skills in communicating design ideas and solutions</p>	<p>DT4-7 communicates design ideas and solutions using a range of techniques</p>	<p>DT5-7 uses appropriate techniques when communicating design ideas and solutions to a range of audiences</p>
<p>DESIGN TECHNOLOGY Knowledge and understanding of and skills in managing resources and producing quality design solutions</p>	<p>DT4-10 uses a range of technologies appropriately and safely in the development of quality design solutions</p>	<p>DT5-10 selects and uses a range of technologies competently in the development and management of quality design solutions</p>

CURRICULUM AREA	EARLY STAGE 1 KINDERGARDEN	STAGE 1 YEAR 1-2	STAGE 2 YEAR 3-4	STAGE 3 YEAR 5-6
SCIENCE AND TECHNOLOGY scientific inquiry through the process of working scientifically	STe-1WS-S observes, questions and collects data to communicate ideas	ST1-1WS-S observes, questions and collects data to communicate and compare ideas	ST2-1WS-S questions, plans and conducts scientific investigations, collects and summarises data and communicates using scientific representations	ST3-1WS-S plans and conducts scientific investigations to answer testable questions, and collects and summarises data to communicate conclusions
CURRICULUM AREA	STAGE 4 YEAR 7-8	STAGE 5 YEAR 9-10		
SCIENCE AND TECHNOLOGY Develop knowledge, understanding of and skills in applying the processes of Working Scientifically through	SC4-4WS identifies questions and problems that can be tested or researched and makes predictions based on scientific knowledge SC4-5WS collaboratively and individually produces a plan to investigate questions and problems SC4-6WS follows a sequence of instructions to safely undertake a range of investigation types, collaboratively and individually SC4-7WS processes and analyses data from a first-hand investigation and secondary sources to identify trends, patterns and relationships, and draw conclusions SC4-9WS presents science ideas, findings and information to a given audience using appropriate scientific language, text types and representations	SC5-4WS develops questions or hypotheses to be investigated scientifically SC5-5WS produces a plan to investigate identified questions, hypotheses or problems, individually and collaboratively SC5-6WS undertakes first-hand investigations to collect valid and reliable data and information, individually and collaboratively SC5-7WS processes, analyses and evaluates data from first-hand investigations and secondary sources to develop evidence-based arguments and conclusions SC5-9WS presents science ideas and evidence for a particular purpose and to a specific audience, using appropriate scientific language, conventions and representations		
SCIENCE AND TECHNOLOGY develop knowledge of the Living World, and understanding about the nature, development, use and influence of science	SC4-14LW relates the structure and function of living things to their classification, survival and reproduction SC4-SC4-15LW explains how new biological evidence changes people's understanding of the world	SC5-14LW analyses interactions between components and processes within biological systems SC5-15LW explains how biological understanding has advanced through scientific discoveries, technological developments and the needs of society		

CURRICULUM AREA	EARLY STAGE 1 KINDERGARTEN	STAGE 1 YEAR 1-2
<p>SCIENCE AND TECHNOLOGY</p> <p>design and production processes in the development of solutions</p> <p>design and production of digital solutions</p>	<p>STe-1WS-S observes, questions and collects data to communicate ideas</p> <p>STe-2DP-T develops solutions to an identified need</p> <p>STe-5PW-ST observes the way objects move and relates changes in motion to push and pull forces</p> <p>STe-7DI-T identifies digital systems and explores how instructions are used to control digital devices</p>	<p>ST1-1WS-S observes, questions and collects data to communicate and compare ideas</p> <p>ST1-2DP-T uses materials, tools and equipment to develop solutions for a need or opportunity</p> <p>ST1-3DP-T describes, follows and represents algorithms to solve problems</p> <p>ST1-9PW-ST investigates how forces and energy are used in products</p>
CURRICULUM AREA	STAGE 2	STAGE 3
<p>SCIENCE AND TECHNOLOGY</p> <p>design and production processes in the development of solutions</p> <p>design and production of digital solutions</p>	<p>ST2-1WS-S questions, plans and conducts scientific investigations, collects and summarises data and communicates using scientific representations</p> <p>ST2-2DP-T selects and uses materials, tools and equipment to develop solutions for a need or opportunity</p> <p>ST2-3DP-T defines problems, describes and follows algorithms to develop solutions</p> <p>ST2-11DI-T describes how digital systems represent and transmit data</p>	<p>ST3-1WS-S plans and conducts scientific investigations to answer testable questions, and collects and summarises data to communicate conclusions</p> <p>ST3-2DP-T plans and uses materials, tools and equipment to develop solutions for a need or opportunity</p> <p>ST3-3DP-T defines problems, and designs, modifies and follows algorithms to develop solutions</p>
CURRICULUM AREA	STAGE 4	STAGE 5
<p>SCIENCE AND TECHNOLOGY</p> <p>design and production processes in the development of solutions</p> <p>design and production of digital solutions</p>	<p>SC4-4WS identifies questions and problems that can be tested or researched and makes predictions based on scientific knowledge</p> <p>SC4-5WS collaboratively and individually produces a plan to investigate questions and problems</p> <p>SC4-8WS selects and uses appropriate strategies, understanding and skills to produce creative and plausible solutions to identified problems</p>	<p>SC5-4WS develops questions or hypotheses to be investigated scientifically</p> <p>SC5-5WS produces a plan to investigate identified questions, hypotheses or problems, individually and collaboratively</p> <p>SC5-8WS applies scientific understanding and critical thinking skills to suggest possible solutions to identified problems</p>

CURRICULUM AREA	EARLY STAGE 1 KINDERGARTEN	STAGE 1 YEAR 1-2
MATHEMATICS	<p>MAe-4NA counts to 30, and orders, reads and represents numbers in the range 0 to 20</p> <p>MAe-5NA combines, separates and compares collections of objects, describes using everyday language, and records using informal methods</p> <p>MAe-9MG describes and compares lengths and distances using everyday language</p>	<p>MAe-17SP represents data and interprets data displays made from objects</p> <p>MA1-4NA applies place value, informally, to count, order, read and represent two- and three-digit numbers</p> <p>MA1-5NA uses a range of strategies and informal recording methods for addition and subtraction involving one- and two-digit numbers</p> <p>MA1-9MG measures, records, compares and estimates lengths and distances using uniform informal units, metres and centimetres</p> <p>MA1-17SP gathers and organises data, displays data in lists, tables and picture graphs, and interprets the results</p> <p>MA1-18SP recognises and describes the element of chance in everyday events</p>
CURRICULUM AREA	STAGE 2	STAGE 3
MATHEMATICS	<p>MA2-9MG measures, records, compares and estimates lengths, distances and perimeters in metres, centimetres and millimetres, and measures, compares and records temperatures</p> <p>MA2-18SP selects appropriate methods to collect data, and constructs, compares, interprets and evaluates data displays, including tables, picture graphs and column graphs</p> <p>MA2-19SP describes and compares chance events in social and experimental contexts</p>	<p>MA3-9MG selects and uses the appropriate unit and device to measure lengths and distances, calculates perimeters, and converts between units of length</p> <p>MA3-18SP uses appropriate methods to collect data and constructs, interprets and evaluates data displays, including dot plots, line graphs and two-way tables</p> <p>MA3-19SP conducts chance experiments and assigns probabilities as values between 0 and 1 to describe their outcomes</p>
CURRICULUM AREA	STAGE 4	STAGE 5
MATHEMATICS	<p>MA4-12MG calculates the perimeters of plane shapes and the circumferences of circles</p> <p>MA4-19SP collects, represents and interprets single sets of data, using appropriate statistical displays</p> <p>MA4-20SP analyses single sets of data using measures of location, and range</p> <p>MA4-21SP represents probabilities of simple and compound events</p>	<p>MA5.1-13SP calculates relative frequencies to estimate probabilities of simple and compound events</p>

CURRICULUM AREA	STAGE 4	STAGE 5
DESIGN TECHNOLOGIES	<p>DT4-7 communicates design ideas and solutions using a range of techniques</p> <p>DT4-10 uses a range of technologies appropriately and safely in the development of quality design solutions</p>	<p>DT5-7 uses appropriate techniques when communicating design ideas and solutions to a range of audiences</p> <p>DT5-10 selects and uses a range of technologies competently in the development and management of quality design solutions</p>

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