

LEARNING AREA OVERVIEWS

Learning Areas in the Australian Curriculum

CURRICULUM AREA	<i>CONTENT STRUCTURE</i>
Mathematics	<p>Mathematic Content:</p> <ol style="list-style-type: none"> 1. Number and Algebra 2. Measurement and Geometry 3. Statistics and Probability <p>Mathematic Proficiencies: Understanding, Fluency, Problem Solving, Reasoning</p>
English	<ol style="list-style-type: none"> 1. Language (knowing about the English language) 2. Literature (understanding, appreciating, responding to, analysing and creating literature) 3. Literacy (expanding the repertoire of English usage)
Science	<p>Science Understanding:</p> <ol style="list-style-type: none"> 1. Biological 2. Chemical 3. Earth and Space 4. Physical <p>Science as a human endeavour:</p> <ol style="list-style-type: none"> 1. Nature and development of science 2. Use and influence of science <p>Science inquiry skills</p>
Australian History	<ol style="list-style-type: none"> 1. Historical Knowledge and Understanding 2. Historical Skills

More info regarding year level descriptors can be found online: <http://www.australiancurriculum.edu.au/>

Learning Areas in SACSA

CURRICULUM AREA	<i>CONTENT STRUCTURE</i>
Physical Education / Health	<ol style="list-style-type: none"> 1. Physical activity and participation 2. Personal and social development 3. Health of individuals and communities
The Arts	<ol style="list-style-type: none"> 1. Arts practice 2. Arts analysis and response 3. Arts in context (eg. Visual, drama, music, media)
Society and Environment (S.O.S.E.)	<ol style="list-style-type: none"> 1. Time, continuity and change 2. Place, space and environment 3. Societies and cultures 4. Social systems
Design and Technology	<ol style="list-style-type: none"> 1. Critiquing 2. Designing 3. Making <p>ICT (information communication technology): Learners develop and use operational skills in information and communication technologies to critically design and construct texts, search for and sort information, and communicate with others. This learning is evident in design and technology when students use computer-aided design, simulation, animation and presentation applications, when they select and maintain hardware and when they investigate and research the intentions and consequences of technology.</p>

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