

Baan

Curriculum Plan

2023



To empower and inspire every member of our learning community.

"Wayi" is a Woi-wurrung word of the Wurundjeri people meaning 'us'. We work together, in partnership, supporting our students as a team. We know that our students benefit from the efforts, expertise, and commitment from all of 'US' – inclusive of family, educators, and community.

2023 Wayi Baan Curriculum Plan				
	Term 1	Term 2	Term 3	Term 4
Humanities/ Science	History – MY FAMILY AND ME For example: The structure of their immediate family.	History – LIFETIMES For example: Recognise significant events during their lifetime.	Science - LIVING THINGS For example: Explore living things	Science - QUESTIONS & PREDICTIONS For example: engage in simple cause and effect exploration
	Explore and Express: For example: Imitate a simple pattern or rhythm		Music Practice: For example: Use questions such as “what did this music make you think about and why”	
Technologies	Design and Technologies - FOOD FROM AROUND THE WORLD For Example: Explore the characteristics and properties of familiar designed solutions in at least one technologies context.	Digital Technologies – Hardware and Software For Example: Explore basic functions of hardware and software	Design and Technologies - Creating our favourite food For example: Taste testing comparison of food	Digital Technologies - Data For Example: Collect and sort data through play.
	Health – ME, MYSELF AND I For example: Identify what they like and dislike.		PE – MOVING AND GROOVING For example: Practise basic gross motor movements.	Health – IT'S ALL ABOUT ME For example: Practise basic skills of personal care and communicate basic needs, likes and dislikes.
Health & PE	Health – ME, MYSELF AND I For example: Identify what they like and dislike.		PE – MOVING AND GROOVING For example: Practise basic gross motor movements.	PE – EXPLORING PLAY For example: Engage in regular physical activities and explore the development of their ability.
	Visual Arts – For example: Experiment with different materials	Media Arts – For example: Respond to characters and settings through images, sounds and multi-modal texts	Visual Arts- For example: Explore ideas and artworks from different cultures.	Media Arts- For Example: Present media artworks that communicate ideas
The Arts	Visual Arts – For example: Experiment with different materials		Visual Arts- For example: Explore ideas and artworks from different cultures.	Media Arts- For Example: Present media artworks that communicate ideas

Student Individual Education Plan (IEP) will list specific goals for the individual student in the following Learning Areas and Capabilities.

- **English** (Reading & Viewing; Writing; Speaking & Listening)
- **Maths** (Number & Algebra; Measurement & Geometry; Statistics and Probability)
- **Personal & Social Capability** (Self-Awareness & Management; Social Awareness & Management)
- **Critical & Creative Thinking** (Questions & Possibilities; Reasoning; Meta-Cognition)

These goals will be taught both explicitly and specifically and within the context of the various Learning Areas.