

Wurru Wurru Curriculum Plan 2023



2023 Wayi Wurru Wurru 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
Music	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	Digital Technologies – Hardware and Software For Example: Explore basic functions of hardware and software	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 - Data For Example: Collect and sort data through play.	Design and Technologies - Creating our favourite food For example: Taste testing comparison of food
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.	Health – IT'S ALL ABOUT ME For example: Practise basic skills of personal care and communicate basic needs, likes and dislikes.	PE – EXPLORING PLAY For example: Engage in regular physical activities and explore the development of their ability.
The Arts	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

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.