

CURRICULUM AREA	FOUNDATION - YEAR 2	YEAR 3 & 4	YEAR 5 & 6
MATHEMATICS	Sort, describe and name familiar two-dimensional shapes and three-dimensional objects in the environment (ACMMG009)	Make models of three-dimensional objects and describe key features (ACMMG063)	Connect three-dimensional objects with their nets and other two-dimensional representations (ACMMG111)
	Recognise and classify familiar two-dimensional shapes and three-dimensional objects using obvious features (ACMMG022)	Create and interpret simple grid maps to show position and pathways (ACMMG065)	Construct simple prisms and pyramids (ACMMG140)
	Describe and draw two-dimensional shapes, with and without digital technologies (ACMMG042)	Compare and describe two dimensional shapes that result from combining and splitting common shapes, with and without the use of digital technologies (ACMMG088)	
	Describe the features of three-dimensional objects (ACMMG043)		
HUMANITIES & SOCIAL STUDIES	Pose questions about past and present objects, people, places and events (ACHASSI001 , ACHASSI018 , ACHASSI034 , ACHASSI052)	Pose questions to investigate people, events, places and issues (ACHASSI073)	Locate and collect relevant information and data from primary sources and secondary sources (ACHASSI095 , ACHASSI123)
	Compare objects from the past with those from the present and consider how places have changed over time (ACHASSI006 , ACHASSI023 , ACHASSI039)	Sequence information about people's lives and events (ACHASSI055 , ACHASSI075)	Sequence information about people's lives, events, developments and phenomena using a variety of methods including timelines (ACHASSI097 , ACHASSI125)
	Draw simple conclusions based on discussions, observations and information displayed in pictures and texts and on maps (ACHASSI008 , ACHASSI025 , ACHASSI041)	Draw simple conclusions based on analysis of information and data (ACHASSI058 , ACHASSI079)	Examine primary sources and secondary sources to determine their origin and purpose (ACHASSI098 , ACHASSI126)
	Reflect on learning to propose how to care for places and sites that are important or significant (ACHASSI009 , ACHASSI026 , ACHASSI042)	Examine information to identify different points of view and distinguish facts from opinions (ACHASSI077) Develop appropriate questions to guide an inquiry about people, events, developments, places, systems and challenges (ACHASSI094 , ACHASSI122)	Evaluate evidence to draw conclusions (ACHASSI101 , ACHASSI129) Work in groups to generate responses to issues and challenges (ACHASSI102 , ACHASSI130)
DESIGN & TECHNOLOGIES	Generate, develop and record design ideas through describing, drawing and modelling (ACTDEP006)	Generate, develop, and communicate design ideas and decisions using appropriate technical terms and graphical representation techniques (ACTDEP015)	Generate, develop and communicate design ideas and processes for audiences using appropriate technical terms and graphical representation techniques (ACTDEP025)
	Use materials, components, tools, equipment and techniques to safely make designed solutions (ACTDEP007)	Plan a sequence of production steps when making designed solutions individually and collaboratively (ACTDEP018)	Negotiate criteria for success that include sustainability to evaluate design ideas, processes and solutions (ACTDEP027)
	Sequence steps for making designed solutions and working collaboratively (ACTDEP009)		

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DIGITAL TECHNOLOGY	<p>Recognise and explore digital systems (hardware and software components) for a purpose (ACTDIK001)</p> <p>Follow, describe and represent a sequence of steps and decisions (algorithms) needed to solve simple problems (ACTDIP004)</p>	<p>Identify and explore a range of digital systems with peripheral devices for different purposes, and transmit different types of data (ACTDIK007)</p> <p>Collect, access and present different types of data using simple software to create information and solve problems (ACTDIP009)</p> <p>Define simple problems, and describe and follow a sequence of steps and decisions (algorithms) needed to solve them (ACTDIP010)</p> <p>Implement simple digital solutions as visual programs with algorithms involving branching (decisions) and user input (ACTDIP011)</p>	<p>Define problems in terms of data and functional requirements drawing on previously solved problems (ACTDIP017)</p> <p>Design a user interface for a digital system (ACTDIP018)</p> <p>Design, modify and follow simple algorithms involving sequences of steps, branching, and iteration (repetition) (ACTDIP019)</p>
SCIENCE	<p>SCIENCE AS A HUMAN ENDEAVOUR F-2 Science involves observing, asking questions about, and describing changes in, objects and events (ACSHE013), (ACSHE021), (ACSHE034)</p> <p>SCIENCE INQUIRY SKILLS F- 2 Engage in discussions about observations and represent ideas (ACSIS233), (ACSIS213), (ACSIS041)</p> <p>Participate in guided investigations to explore and answer questions (ACSIS011), (ACSIS025), (ACSIS038)</p> <p>Engage in discussions about observations and represent ideas (ACSIS233)</p> <p>Share observations and ideas (ACSIS012)</p>	<p>SCIENCE AS A HUMAN ENDEAVOUR 3-4 Science involves making predictions and describing patterns and relationships (ACSHE050), (ACSHE061)</p> <p>SCIENCE INQUIRY SKILLS 3-4 With guidance, identify questions in familiar contexts that can be investigated scientifically and make predictions based on prior knowledge (ACSIS053), (ACSIS064)</p> <p>Represent and communicate observations, ideas and findings using formal and informal representations (ACSIS071)</p>	<p>SCIENCE AS A HUMAN ENDEAVOUR 5-6 Scientific knowledge is used to solve problems and inform personal and community decisions (ACSHE083), (ACSHE100)</p> <p>SCIENCE INQUIRY SKILLS 5-6 Communicate ideas, explanations and processes using scientific representations in a variety of ways, including multi-modal texts (ACSIS110)</p>



BY USING 'MERGE VR/AR' IN YOUR CLASSROOM, YOU COULD POTENTIALLY COVER THE FOLLOWING CONTENT DESCRIPTIONS FROM THE AUSTRALIAN CURRICULUM

CURRICULUM AREA	YEAR 7 & 8	YEAR 9 & 10
MATHEMATICS	Draw different views of prisms and solids formed from combinations of prisms (ACMMG161)	
HUMANITIES & SOCIAL STUDIES	<p>Apply a methodology to locate and collect relevant information and data from a range of primary sources and secondary sources (ACHASS1153)</p> <p>Examine primary sources and secondary sources to determine their origin, purpose and reliability (ACHASS1156)</p> <p>Analyse primary sources and secondary sources to identify values and perspectives on people, actions, events, issues and phenomena, past and present (ACHASS1157)</p>	
DESIGN & TECHNOLOGIES	Use project management processes when working individually and collaboratively to coordinate production of designed solutions (ACTDEP039)	Develop, modify and communicate design ideas by applying design thinking, creativity, innovation and enterprise skills of increasing sophistication (ACTDEP049)
DIGITAL TECHNOLOGY	<p>Design the user experience of a digital system, generating, evaluating and communicating alternative designs (ACTDIP028)</p> <p>Implement and modify programs with user interfaces involving branching, iteration and functions in a general-purpose programming language (ACTDIP030)</p>	Design the user experience of a digital system by evaluating alternative designs against criteria including functionality, accessibility, usability, and aesthetics (ACTDIP039)