

Curriculum planning framework

Stage 2	
I	Physical education
ALS2.6 PDHPE	Discusses the relationship between regular physical activity and health.
GSS2.8 PDHPE	Participates and uses equipment in a variety of games and modified sports.
GYS2.10 PDHPE	Demonstrates control in performing sequences of introductory gymnastic movements.
MOS2.4 PDHPE	Displays a focus on quality of movement in applying movement skills to a variety of familiar and new situations.
INS2.3 PDHPE	Makes positive contributions in group activities.
DAS2.7 PDHPE	Performs familiar movement patterns in a variety of dance situations.
B	Being Australian
CUS2.3 HSIE	Explains how shared customs, practices, symbols, languages and traditions in communities contribute to Australian and community identities.
CCS2.2 HSIE	Explains changes in the community and family life and evaluates the effects of these on different individuals, groups and environments.
MUS2.1 Creative Arts	Sings, plays and moves to a range of music, demonstrating a basic knowledge of musical concepts.
MUS2.2 Creative Arts	Improvises musical phrases, organises sounds and explains reasons for choices.
MUS2.4 Creative Arts	Identifies the use of musical concepts and musical symbols in a range of repertoire.
DAS2.1 Creative Arts	Performs dances from a range of contexts, demonstrating movement skills, expressive qualities and an understanding of the elements of dance.
DAS2.2 Creative Arts	Explores, selects and combines movement using the elements of dance to communicate ideas, feelings or moods.
DAS2.3 Creative Arts	Gives personal opinions about the use of elements and meaning in their own and others' dances.
GDS2.9 PDHPE	Describes life changes and associated feelings.
IRS2.11 PDHPE	Describes how relationships with a range of people enhance wellbeing.

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COS2.1 PDHPE	Uses a variety of ways to communicate with and within groups.
DMS2.8 SciTech	Develops, implements and evaluates ideas using drawings, models and prototypes at appropriate stages of the design process.
ICS2.2 SciTech	Creates and evaluates information products demonstrating an understanding of the needs of particular audiences.
UTS2.9 SciTech	Selects and uses a range of equipment, computer-based technology, materials and other resources with developing skill to enhance investigation and design tasks.

G	Our fleeting past
CCS2.1 HSIE	Describes events and actions related to the British colonisation of Australia and assesses changes and consequences.
VAS2.1 Creative Arts	Represents the qualities of experiences and things that are interesting or beautiful by choosing among aspects of subject matter.
VAS2.2 Creative Arts	Uses the forms to suggest the qualities of subject matter.
VAS2.3 Creative Arts	Acknowledges that artists make artworks for different reasons and that various interpretations are possible.
VAS2.4 Creative Arts	Identifies connections between subject matter in artworks and what they refer to, and appreciates the use of particular techniques.
DRAS2.1 Creative Arts	Takes on and sustains roles in a variety of drama forms to express meaning in a wide range of imagined situations.
DRAS2.2 Creative Arts	Builds the action of the drama by using the elements of drama, movement and voice skills.
DRAS2.3 Creative Arts	Sequences the action of the drama to create meaning for an audience.
DRAS2.4 Creative Arts	Responds to, and interprets drama experiences and performances.
LTS2.3 SciTech	Identifies and describes the structure and function of living things and ways in which living things interact with other living things and their environment.
INVS2.7 SciTech	Conducts investigations by observing, questioning, predicting, testing, collecting, recording and analysing data, and drawing conclusions.

D	Working together
Creative Arts	DAS2.1, DAS2.2, DAS2.3, DRAS2.1, DRAS2.2, DRAS2.3, DRAS2.4
ENS2.6 HSIE	Describes people's interactions with environments and identifies responsible ways of interacting with environments.
SSS2.8 HSIE	Investigates rights, responsibilities and decision-making processes in the school and community and demonstrates how participation can contribute to the quality of their school and community life.

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SLS2.13 PDHPE	Discusses how safe practices promote personal wellbeing. COS2.1 , GDS2.9 , IRS2.11
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F	Machines
Creative Arts	VAS2.1 , VAS2.2 , VAS2.3 , VAS2.4 , MUS2.1 , MUS2.2 , MUS2.4 , DAS2.1 , DAS2.2 , DAS2.3 , DRAS2.2 , DRAS2.3
DMS2.2 PDHPE	Makes decisions as an individual and as a group member.
PHS2.12 PDHPE	Discusses the factors influencing personal health choices. ALS2.6 , DAS2.7
PPS2.4 SciTech	Identifies various forms and sources of energy and devises systems that use energy. INVS2.7 , UTS2.9

H	Understanding each other
PDHPE	GDS2.9 , IRS2.11 , INS2.3
MUS2.3 Creative Arts	Uses commonly understood symbols to represent own work. MUS2.1 , MUS2.2 , MUS2.4 , VAS2.1 , VAS2.2 , VAS2.3 , VAS2.4
CUS2.4 HSIE	Describes different viewpoints, ways of living, languages and belief systems in a variety of communities.
ESS2.6 SciTech	Identifies some of the features of the solar system and describes interactions that affect conditions on Earth. INVS2.7

E	Products, services and systems
PSS2.5 SciTech	Creates and evaluates products and services considering aesthetic and functional factors. DMS2.8 , UTS2.9
Creative Arts	DRAS2.1 , DRAS2.2 , DRAS2.3 , DRAS2.4
SSS2.7 HSIE	Describes how and why people and technologies interact to meet needs and explains the effects of these interactions on people and the environment.
PDHPE	PHS2.12 , SLS2.13 , DMS2.2 , PSS2.5

C	Effects of growth and change
SciTech	LTS2.3 , INVS2.7
Creative Arts	MUS2.1 , MUS2.2 , MUS2.3 , MUS2.4 , DRAS2.1 , DRAS2.2 , DRAS2.3 , DRAS2.4
HSIE	CCS2.2 , ENS2.6
PDHPE	GDS2.9 , PHS2.12 , DMS2.2 .

Stage 2

A	Local environments
BES2.1 SciTech	Creates, models and evaluates built environments, reflecting consideration of functional and aesthetic factors. DMS2.8, UTS2.9
Creative Arts	MUS2.1, MUS2.2, MUS2.4
ENS2.5 HSIE	Describes places in the local area and other parts of Australia and explains their significance. ENS2.6
PSS2.5 PDHPE	Uses a range of problem solving strategies. SLS2.13, PHS2.12, ALS2.6

Outcomes are written in full once only.

The outcomes code is used when the outcome is repeated.