

Victorian Curriculum F-10

CD Code	Area	Discipline	Level	Strand	Content Description
VCDSCD050	Technologies	Design and Technologies	Levels 7 and 8	Creating Designed Solutions	Generate, develop and test design ideas, plans and processes using appropriate technical terms and technologies including graphical representation techniques
VCDSCD061	Technologies	Design and Technologies	Levels 9 and 10	Creating Designed Solutions	Apply design thinking, creativity, innovation and enterprise skills to develop, modify and communicate design ideas of increasing sophistication
VCDTCD040	Technologies	Digital Technologies	Levels 7 and 8	Creating Digital Solutions	Define and decompose real-world problems taking into account functional requirements and sustainability (economic, environmental, social), technical and usability constraints
VCSSU089	Science	Science	Levels 7 and 8	Science Understanding	Scientific knowledge and understanding of the world changes as new evidence becomes available; science knowledge can develop through collaboration and connecting ideas across the disciplines and practice of science
VCSSU115	Science	Science	Levels 9 and 10	Science Understanding	Advances in scientific understanding often rely on developments in technology and technological advances are often linked to scientific discoveries
VCSSU116	Science	Science	Levels 9 and 10	Science Understanding	The values and needs of contemporary society can influence the focus of scientific research
VC2M7SP03	Mathematics	Mathematics Version 2.0	Level 7	Space	describe the effect of transformations of a set of points using coordinates in the Cartesian plane, including translations, reflections in an axis, and rotations about the origin
VC2M9M03	Mathematics	Mathematics Version 2.0	Level 9	Measurement	solve spatial problems, applying angle properties, scale, similarity, ratio, Pythagoras' theorem and trigonometry in right-angled triangles
VC2M8SP03	Mathematics	Mathematics Version 2.0	Level 8	Space	describe in different ways the position and location of three-dimensional objects in 3 dimensions, including using a three-dimensional Cartesian coordinate system with the use of dynamic geometry software or other digital tools