

## Victorian Curriculum F-10

CD Code	Area	Discipline	Level	Strand	Content Description
<a href="#">VCCCTM020</a>	Capabilities	Critical and Creative Thinking	Levels 3 and 4	Meta-Cognition	Investigate a range of problem-solving strategies, including brainstorming, identifying, comparing and selecting options, and developing and testing hypotheses
<a href="#">VCCCTM040</a>	Capabilities	Critical and Creative Thinking	Levels 7 and 8	Meta-Cognition	Consider a range of strategies to represent ideas and explain and justify thinking processes to others
<a href="#">VCCCTM042</a>	Capabilities	Critical and Creative Thinking	Levels 7 and 8	Meta-Cognition	Consider how problems can be segmented into discrete stages, new knowledge synthesised during problem-solving and criteria used to assess emerging ideas and proposals
<a href="#">VCCCTR016</a>	Capabilities	Critical and Creative Thinking	Levels 3 and 4	Reasoning	Identify and use 'If, then...' and 'what if...' reasoning
<a href="#">VCDTCD023</a>	Technologies	Digital Technologies	Levels 3 and 4	Creating Digital Solutions	Define simple problems, and describe and follow a sequence of steps and decisions involving branching and user input (algorithms) needed to solve them
<a href="#">VCDTCD024</a>	Technologies	Digital Technologies	Levels 3 and 4	Creating Digital Solutions	Develop simple solutions as visual programs
<a href="#">VCDTCD030</a>	Technologies	Digital Technologies	Levels 5 and 6	Creating Digital Solutions	Define problems in terms of data and functional requirements, drawing on previously solved problems to identify similarities
<a href="#">VCDTCD032</a>	Technologies	Digital Technologies	Levels 5 and 6	Creating Digital Solutions	Design, modify and follow simple algorithms represented diagrammatically and in English, involving sequences of steps, branching, and iteration
<a href="#">VCDTCD033</a>	Technologies	Digital Technologies	Levels 5 and 6	Creating Digital Solutions	Develop digital solutions as simple visual programs
<a href="#">VCDTCD042</a>	Technologies	Digital Technologies	Levels 7 and 8	Creating Digital Solutions	Design algorithms represented diagrammatically and in English, and trace algorithms to predict output for a given input and to identify errors
<a href="#">VCDTDS019</a>	Technologies	Digital Technologies	Levels 3 and 4	Digital Systems	Explore a range of digital systems with peripheral devices for different purposes, and transmit different types of data
<a href="#">VCMMG140</a>	Mathematics	Mathematics	Level 3	Measurement and Geometry	Measure, order and compare objects using familiar metric units of length, area, mass and capacity

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<a href="#">VCMMG165</a>	Mathematics	Mathematics	Level 4	Measurement and Geometry	Use scaled instruments to measure and compare lengths, masses, capacities and temperatures
<a href="#">VCMMG195</a>	Mathematics	Mathematics	Level 5	Measurement and Geometry	Choose appropriate units of measurement for length, area, volume, capacity and mass
<a href="#">VCMMG224</a>	Mathematics	Mathematics	Level 6	Measurement and Geometry	Solve problems involving the comparison of lengths and areas using appropriate units
<a href="#">VCMNA159</a>	Mathematics	Mathematics	Level 4	Number and Algebra	Recognise that the place value system can be extended to tenths and hundredths. Make connections between fractions and decimal notation
<a href="#">VCMNA214</a>	Mathematics	Mathematics	Level 6	Number and Algebra	Add and subtract decimals, with and without digital technologies, and use estimation and rounding to check the reasonableness of answers
<a href="#">VCMNA215</a>	Mathematics	Mathematics	Level 6	Number and Algebra	Multiply decimals by whole numbers and perform divisions by non-zero whole numbers where the results are terminating decimals, with and without digital technologies
<a href="#">VCMNA135</a>	Mathematics	Mathematics	Level 3	Number and Algebra	Represent and solve problems involving multiplication using efficient mental and written strategies and appropriate digital technologies
<a href="#">VCMNA185</a>	Mathematics	Mathematics	Level 5	Number and Algebra	Use efficient mental and written strategies and apply appropriate digital technologies to solve problems
<a href="#">VCMNA247</a>	Mathematics	Mathematics	Level 7	Number and Algebra	Connect fractions, decimals and percentages and carry out simple conversions
<a href="#">VCSIS070</a>	Science	Science	Levels 3 and 4	Science Inquiry Skills	Compare results with predictions, suggesting possible reasons for findings
<a href="#">VCSIS087</a>	Science	Science	Levels 5 and 6	Science Inquiry Skills	Suggest improvements to the methods used to investigate a question or solve a problem
<a href="#">VCSIS112</a>	Science	Science	Levels 7 and 8	Science Inquiry Skills	Reflect on the method used to investigate a question or solve a problem, including evaluating the quality of the data collected, and identify improvements to the method
<a href="#">VCSSU064</a>	Science	Science	Levels 3 and 4	Science Understanding	Forces can be exerted by one object on another through direct contact or from a distance

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<a href="#">VCSSU090</a>	Science	Science	Levels 7 and 8	Science Understanding	Science and technology contribute to finding solutions to a range of contemporary issues? these solutions may impact on other areas of society and involve ethical considerations