

Victorian Curriculum F-10

| CD Code | Area | Discipline | Level | Strand | Content Description |
|---------------------------|--------------|--------------------------------|----------------|----------------------------|--|
| VCCCTM020 | 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 |
| VCCCTM040 | 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 |
| VCCCTM042 | 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 |
| VCCCTR016 | Capabilities | Critical and Creative Thinking | Levels 3 and 4 | Reasoning | Identify and use 'If, then...' and 'what if...' reasoning |
| VCDTCD023 | 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 |
| VCDTCD024 | Technologies | Digital Technologies | Levels 3 and 4 | Creating Digital Solutions | Develop simple solutions as visual programs |
| VCDTCD030 | 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 |
| VCDTCD032 | 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 |
| VCDTCD033 | Technologies | Digital Technologies | Levels 5 and 6 | Creating Digital Solutions | Develop digital solutions as simple visual programs |
| VCDTCD042 | 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 |
| VCDTDS019 | 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 |
| VCMMG140 | 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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|--------------------------|-------------|-------------|----------------|--------------------------|--|
| VCMMG165 | Mathematics | Mathematics | Level 4 | Measurement and Geometry | Use scaled instruments to measure and compare lengths, masses, capacities and temperatures |
| VCMMG195 | Mathematics | Mathematics | Level 5 | Measurement and Geometry | Choose appropriate units of measurement for length, area, volume, capacity and mass |
| VCMMG224 | Mathematics | Mathematics | Level 6 | Measurement and Geometry | Solve problems involving the comparison of lengths and areas using appropriate units |
| VCMNA159 | 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 |
| VCMNA214 | 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 |
| VCMNA215 | 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 |
| VCMNA135 | Mathematics | Mathematics | Level 3 | Number and Algebra | Represent and solve problems involving multiplication using efficient mental and written strategies and appropriate digital technologies |
| VCMNA185 | Mathematics | Mathematics | Level 5 | Number and Algebra | Use efficient mental and written strategies and apply appropriate digital technologies to solve problems |
| VCMNA247 | Mathematics | Mathematics | Level 7 | Number and Algebra | Connect fractions, decimals and percentages and carry out simple conversions |
| VCSIS070 | Science | Science | Levels 3 and 4 | Science Inquiry Skills | Compare results with predictions, suggesting possible reasons for findings |
| VCSIS087 | Science | Science | Levels 5 and 6 | Science Inquiry Skills | Suggest improvements to the methods used to investigate a question or solve a problem |
| VCSIS112 | 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 |
| VCSSU064 | 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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|--------------------------|---------|------------|----------------|-----------------------|---|
| VCSSU090 | 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 |