

## Victorian Curriculum F-10

CD Code	Area	Discipline	Level	Strand	Content Description
<a href="#">VC2M5M01</a>	Mathematics	Mathematics Version 2.0	Level 5	Measurement	choose appropriate metric units when measuring the length, mass and capacity of objects; use smaller units or a combination of units to obtain a more accurate measure
<a href="#">VC2M5M04</a>	Mathematics	Mathematics Version 2.0	Level 5	Measurement	estimate, construct and measure angles in degrees, using appropriate tools, including a protractor, and relate these measures to angle names
<a href="#">VC2M6N04</a>	Mathematics	Mathematics Version 2.0	Level 6	Number	apply knowledge of place value to add and subtract decimals, using digital tools where appropriate; use estimation and rounding to check the reasonableness of answers
<a href="#">VC2M6M01</a>	Mathematics	Mathematics Version 2.0	Level 6	Measurement	convert between common metric units of length, mass and capacity; choose and use decimal representations of metric measurements relevant to the context of a problem
<a href="#">VC2M7M06</a>	Mathematics	Mathematics Version 2.0	Level 7	Measurement	use mathematical modelling to solve practical problems involving ratios of lengths, areas and volumes; formulate problems, interpret and communicate solutions in terms of the situation, justifying choices made about the representation
<a href="#">VCCCTM029</a>	Capabilities	Critical and Creative Thinking	Levels 5 and 6	Meta-Cognition	Investigate thinking processes using visual models and language strategies
<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="#">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

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<a href="#">VCDTCD043</a>	Technologies	Digital Technologies	Levels 7 and 8	Creating Digital Solutions	Develop and modify programs with user interfaces involving branching, iteration and functions using a general-purpose programming language
<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