Child Side Life Skills	Awareness of own physiological and psychological needs. Keeps perspective on negative experiences. Mindfulness. Gratitude. Understanding your own feelings and using them wisely. Know how emotions influence perceptions, decisions and behaviour. Self care habits. Knows situations have different perspectives and a context. Re-framing all experiences as learning opportunities. Reciprocal Relationship skills (Search Institute). Physical Literacy around physical competencies, psychological, social and cognitive knowledge, confidence and motivation.	Delayed gratificatic Commitment, dedifocus. Expresses opinions perspectives. Expresses current understandings. Shows interest and questions. Speculates and wo Self-generate and ideas and purpose Knowledge of self and advocate for hibest. Curiosity.	on. lication and s and d asks onder. self-sustain ful actions. as a learner	Make personal, emotiona and social connection to work, events and others. Mentoring, learning through and from others authentically immersed in the real-world. Adaptable learning.	confirms to developm Recognizing of your kn Believing	nent and repair. ing the limitation nowledge. you can improv n competencies a	Acceptance a to learner val individual cap	y to A.B.C Commit. and adaptation riance and	Dele skill Show Rela prov poss	vates self and others gates tasks to other range. ws initiative in contetionship skills: expreside support, expandibilities. Thinking of solutions.	ext. ess care,	Aware of own role ir of learning. Sharing of power. Ownership of persor actions and inaction Grit.	the process every let	cents through a science ins, a pents through a science is, a economic lens, a pents Iance perspectives. Protical and creative think in personal interest and frames of reference. In its including a confirmation of the interest of of the i	elens, a artist participant participant processions for king beyond ad circumstance problems. The procession procession decision procession pro	risk-taking emergency responsib Relationsh responsib relationsh trust and Recognisin privacy ar recognisir safety. Protective keeping sireview an Brave/inte blower av Developin both real The right consent a Equal digit Language No blame Personal a	e of respect. e approach. and professional bility and responsibility
BPE Learning goals	Social reasoning Considers other people's perspectic Considers diverse communities' op Considers effects on individuals an Identifies to whom an issue or posic Considers social systems Considers the history of an interest Considers the ethics of an issue or Considers short and long term goal	pinions and experien d communities ition is important t position	challenge Considers e Considers e collected Uses logica hypotheses	deas to be tested evidence required to supple evidence that can be collected by the control of t	ted and how it	sprove of cor Use can be lea Ide	eantitative reasoning es mathematical prompare or represent des es mathematical idea irning entifies changes in da akes predictions from	cesses to meas lata as in life, work a ta over time	and	Identifies the mai Considers ways or listening Communicates id digitally, visually,	in idea If gaining inforn If g	lationship with audie	ing III III III III III III III III III II	Personal qualities Identifies what they bring to the process Identifies own abilities and improvements Considers personal qualities to live in a community Considers what qualities they demonstrate and how a Strengthens own health and well being Identifies how current learning will benefit themselve future Makes connections to the world Identifies way to enhance community through learning			ves in life, now and in the
BPE As It is HOW we work that matters	Active learning Actively uses and expresses conter knowledge, skills and processes Learning engages head, hands and heart Learning generates work, products services, action, interaction and problems	Work and le to self and o Connects ow	e 'real' world and o earning is useful and others vn work, experienc s with those of adu	levels Interroga with and tes and Analyses ults, families Raises th	vn intellectual b tes academic te for a specific pu deconstructs a	exts and intellecturpose and reconstructs	personal comfort tual conversations knowledge	expectations extend, support thinking Develops a va	e adult voi and perso ort and po ariety of s ships that	ces, approaches, onalities to rovoke own	processes to dearning Makes intelle	ing Is, knowledge, other areas of ctual and practical them in a range of	learning) Informally assess products during Modifies and ad products during	nformally assesses processes and offeren Uses cri and adapts processes and oroducts during learning evaluates processes and products on differen Uses cri and eth adapt leaves and products on differen Uses cri and eth adapt leaves are used to be a second products on differen Uses cri		in litions creative inking to	Arranged learning Plans and sequences learning Develops systems for learning Scaffolds learning
Early Years Learning Framework Learning Outcomes	1. Children have a strong sens Children feel safe, secure and supp Children develop their emerging a dependence, resilience and sense Children develop knowledgeable a self-identities Children learn to interact in relatio care, empathy and respect	oorted utonomy, inter- of agency and confident on to others with	Children develop a communities and and responsibilitie participation Children respond to Children become a	connected with and contr world a sense of belonging to gro an understanding of the re as necessary for active com to diversity with respect aware of fairness socially responsible and sh	ups and ciprocal rights munity	Children bed and emotion Children tak	have a strong sense being come strong in their s nal well being e increasing responsi n health and well bei	cocial crea Chil bility exping Chil Chil	ativity, co dren deve erimenta dren tran dren resc	elop dispositions for mmitment, enthusia elop a range of skills tion, hypothesising, sfer and adapt wha	r learning such asm, persistence and processes researching an t they have lear ning through co	rned from one contex onnecting with peopl	ion, confidence, iflexivity ving, enquiry, at to another	5. Children are effective of Children interact verbally and non-verbally purposes Children engage with a range of texts and a Children express ideas and make meaning Children begin to understand how symbols Children use information and communication information, investigate ideas and representations.			th others for a range of meaning from these texts ng a range of media d pattern systems work technologies to access
General Capabilities	Personal and social competend Self awareness Self management Social awareness Social management	Moral unde Reasoning Integrity- p	cal behaviour erstanding ersonal, social, ,, business/financia	Intercultural und Comparisons and con Equal dignity. Focus on the common humanity, distinguish cultural practices. Curiosity. Kindness. Gratitude.	monalities.	Questioning Reasoning Reflecting Big History Project.	Generating Analysing Evaluating	Calcula Pattern Financi Proficie Unders	al literacy encies- standing,	ationships Spati Statis Meas	ortional reason al reasoning stical literacy surement		compete Com Ope	nmunicate rate	Text Gramm Vocabul Visual Ir		
Cross curricular priorities	Culture					Asia and Australia's Engagement with Asia Asia and its diversity Achievement and contributions of the peoples of Asia Asia Australia Engagement				Systems World views Futures	World views						

 $\textbf{Child Side Curriculum Overview 2022-"Work that matters. One child at a time within a community of learners" \ \textbf{BPE.}$

Identifies with and works

toward common shared

goals with commitment.

Cooperation:

Community building and active

Actively supports shared decision

involvement:

making.

Personal responsibility:

process of learning.

Resolves conflicts.

Acknowledges own role in the

Current world events/ affairs multiple

Aware of multiple perspectives, causes

and effects. Looking at significant

perspectives:

Keeping safe: Child protection

The right to seek safety and support:

Feelings, acting safe, warning signs,

curriculum

Emotional resiliency:

Knows own boundaries.

Seeks out and surrounds self

with other resilient people.

Children's choice and voice:

Sense of personal agency.

Self-regulation.

Impulse control.

Connection and relevance:

Learning to learn life-long

learning strategies and

growth mindset.

Collaboration:

learning.

Makes intellectual

contributions to group

Foundational Skills: Underpin quality of experience and of work and play. Play is a universal term across all clusters regardless of age/development

Character Strengths:

Character Lab

Heart:

- Gratitude
- Kindness
- Honesty
- Purpose
- Emotional Intelligence (resilience, humour)
 - Social Intelligence (acceptance/tolerance, sportsmanship)

Mind:

- Curiosity Creativity
- Intellectual Humility

Will:

- Grit
- **Growth Mindset**
- Self-control
- Proactivity (Initiative)

Communication skills:

Big Picture, EYLF, English WA Curriculum

- Non-verbal
- Speaking
- Vocabulary
- Listening
- Viewing
- Responsiveness to others (to enable conversations)
- Reflective and evaluative language + feedback processes
- Approachability
- Research and Inquiry
- Relationship terms and vocab around relationship skills, the No Blame approach and Guiding Children's Behaviour
- Advocacy for self and others (expressive skills, terms and vocabulary how to understand, relate and support)
- Inference around contextual and social language

Trilogy

Competency

Strands

Search Institute, Maggie Dent, Louise Porter

- Express care
- Challenge growth
- Provide support Share power
- **Expand possibilities**
- Protective behaviours

defined result.

- Understanding diversity and differences: how to be 'approachable' and to approach others with learning, cultural, developmental (intergenerational) difference.
- Define safe places and 'safe'/reliable people to explore 'unsafe' ideas and actions.
- Explore brave space to participate and take ownership of personal opinions etc

Play Skills: Play provides a supportive environment where children can ask questions, solve problems and engage in critical thinking. Play can expand children's thinking and enhance their desire to know and to learn. In these ways play can promote positive dispositions towards learning. It allows them to explore, discover, negotiate, take risks, create meaning and solve problems - all the important foundations for developing literacy, numeracy and social skills. Building blocks necessary to develop play include: Planning and sequencing: The sequential multi-step task or activity performance to achieve a well-

Executive functioning: Higher order reasoning and thinking skills.

Body awareness: Knowing where your limbs are in space and how to move them in relation to the body and environment. In typical learners this is an 'automatic' knowledge that makes learning easy. Problem solving: The identification of a challenge, including what the challenge is, what strategies could

be used to overcome it, and the subsequent performance to overcome it. Social skills: Determined by the ability to engage in reciprocal interaction with others (either verbally or

non-verbally), to compromise with others, and to be able to recognise and follow social norms. To have some level of resilience and be able to bounce back. Developing a sense of self identity to build personal boundaries and accept that others have boundaries too. Level of capacity to self-regulate impacts on the success of play interactions.

Receptive (understanding) language: Comprehension of language and of intent.

Expressive (using) language: The use of language through speech, sign or alternative forms of communication to communicate wants, needs, thoughts and ideas.

Self regulation: The ability to obtain, maintain and change one's emotion, behaviour, attention and activity level appropriate for a task or situation in a socially acceptable manner.

General Capabilities: Australian Curriculum

- **Personal and Social**
 - **Critical and Creative thinking**
- Literacv
 - Numeracy and financial literacy
- ICT capability

Technical Skills + Procedures: specific to a task, role, industry cluster, process.

ACSF (Australian Core Skills Framework), EYLF, English WA Curriculum, Words Their Way, Big Picture Learning Goal, ICT General Capability

- Vocabulary, spoken and written
- Inference
- Understanding
- Expression
- Research and Inquiry
- **Locating information**
- Organising information
- Storing information Applying information
- **Evaluating information**
- Presentation and feedback
- Multimedia Literacy

interactions/other people...)

- Features of text (visual, spoken and written)
- Intergenerational and intercultural communication
- Code-switching across range of roles, settings and purposes (interns, mentors, MKO, MEO, team member, leader, beginner, conflict resolution, familiar and unfamiliar settings and
- Language of 'play' and responsiveness, conversational interactions
- Language of problem-solving and negotiation, language of 'kindness and honesty'
- Language of specific feedback (Austin's Butterfly)
- Language of relationships language of competencies and of strengths
- Language around protective behaviours
- Digital language around texting, emails, social media
- Language for intergenerational interactions

Critical and Creative Thinking:

General Capability, WA Curriculum Technology + Design, Big History Project BHP, WA Curriculum

Design thinking and process: (non-linear)

Interaction Design Foundation, Design Thinking for Educators

- **Discover and Empathise** with your users' perspectives, the context, time and place
- Interpret and Define your users' or context's needs, their problem, and your insights. define in detail by aggregating the available dispersed information
- Ideation and opportunity by challenging assumptions and creating ideas for innovative solutions, generate broadly
- Experimentation and Prototype to start creating solutions, identify new paths, highlight
- Test and Evolution solutions/prototype by soliciting feedback from users

Circular Economy Design: Cross-curricula elements around Sustainability, GC: Ethical thinking, Intercultural understanding, WA Curriculum Technology and Design, circulardesignquide.com

- Identify and imagine what we can do differently
- Engage regenerative thinking
- Understand the circular economy butterfly diagram
- Understand the cradle-to-cradle concept. C2C is a concept of total recycling through design, ensuring that value added material will come back to the producers to close the loop, ensuring that the producer will be autonomous material wise.
- **Understand circular flows**
- Technical and Biological 'Nutrient' Flows
- Recoverable and non-recoverable
- Find Circular Opportunities: Identify what can we influence right now and the reverse logistics, offer products as a service

Teach circular design methods and associated language and concepts:

- Circular Flows
- Service Flip

Literacy + English

Pie Corbett "Talk4 Writing and Talk4Reading", 7 Steps for Writing, BHP, English WA Curriculum, Words Their Way, General Capability Australian Curriculum AC, Jolly Phonics Passport, EL Education: Inspiring Models of Excellence and other public videos, National Literacy Learning Progression AC

- Equitable conversation protocols and norms (social and cross contexts), expectations discussed and modelled
- Group oral synthesis of learning around main/big ideas reinforcing understanding of content and concepts, building technical and academic vocabulary, promoting oral language, empowering writing
- Visual knowledge
- Word Knowledge
- Text Knowledge
- **Grammar Knowledge Functional literacy**
- Text types (Personal and Community, Workplace and Employment, Education and

Training, Manuals ACSF)

- Reading
- Writing
- Comprehension, analysis, connection, reflection, purpose
- Claims testing (oral and written)
- Contextual bias

Entrepreneurial Skills: portable and transferable skills to engage with the challenges of complexity, change and the unknown

Job Cluster 'employ-ability' skills across ALL contexts: problem-solving, team-work, financial literacy, digital literacy, communication, critical thinking, presentation skills, approach-ability, ability to constructively seek help and advocate for self and others.

Explore 7 job clusters: The Generators cluster, Co-ordinators, Informers, Carers, Artisans, Designers,

Technologists (Foundations for Young Australians FYA The New Work Mindset.

Competencies around Idea and Opportunity Generation:

- Re-thinking progress.
- Seeking, finding, crystalising and communicating a sense of purpose through passion and
- Spotting or creating opportunity and problem solving.
- Extrapolating how to make it work within given parameters, boundaries, constraints, context with a 'Can Do' attitude.
- Envisage the future and focus on both possibilities and goals. Understanding the Vision or cocreating a vision.
- Understanding and communicating industry, community and environmental needs, constraints, possibilities, consequences (both intended and unintended).
- Valuing ideas regardless of practicality.

Competencies around Resourcing and Resourcefulness:

- Understand finite resourcing.
- Understand and apply scale.
- Persuasive communication and presentation to develop, prepare, access, fund, manage resources.
- Ethical, sustainable and global perspectives looking at one industry's waste becoming another industry's resource (circular economy principles).
- Financial and economic acumen (capabilities to make sound, reasoned judgements and take quick 'fit for purpose' decisions).
- Social Entrepreneurship-benefit more than self.
- Venture Planning and Management.
- Forming Connections. Mobilising Others and Resources.

Action Competencies:

Learning through real world speculation.

Self-awareness and self-efficacy.

Collaborating with others building social capital:

- bonding (connections between people/ideas/tasks who are similar)
- bridging (connections between people/ ideas/tasks that are dissimilar)
- linking (connections across power differences.)

Keeping up to date with issues and advances and connecting relevance with own opportunities. Embracing challenge and uncertainty, trial and error, reasoned risk taking as part of the process. Acceptance of failure as integral and healthy to growth and reliability of product, service, process. Financial and economic literacy.

- All above entrepreneurial competencies supported and underpinned by:
- **Human- Centre Design principles and practices**
- Strategic Thinking and Planning.
- Anticipatory thinking and actions. Contingency Thinking and Planning
- Design Thinking, non-linear
- Circular Business model, understanding circular flow
- Interpersonal and intergenerational skills, reciprocal relationship skills
- Leadership (as opposed to management) skills
- Service providers also being service users and service designers **Organisational Skills**
- **Critical and Creative Thinking**
- Capacity to imagine and be 'playful', curious and innovative
- Social Enterprise: involving community connection, personal passion, purposeful profit, achievable innovation, local market, local or global mission, resilience through diversification (Not only developing and relying on a single resource, product, service, market, skill set, like-minded personnel)
- Growth mindsets. Grit and Proactivity
- Changing workforce

Circular Economy: enabling conditions

Circular economy education resources at Ellen MacArthur Foundation

Learning across all disciplines and domains **Business models and impacts** Social reasoning: who benefits/who is harmed/who pays the price/social and

Roles, responsibilities and Fit-For-Purpose rules, regulations, laws, Institutions, Governments

and Cities Insight and Analysis

- Systemic initiatives
- Communications
 - Service providers also being service users and service designers

Methods:

- Circular Flow Service Flip

Child Side Curriculum Overview 2022 – "Work that matters. One child at a time within a community of learners" BPE.

- Ethical behaviour
- Intercultural understanding/cultural awareness

Physical literacy: Motivation, Competence and Confidence to move

AusSport: AIS; APPLE model (Active Play and Physical Literacy Everyday)

- Physical skills and fitness to acquire and apply through movement
- **Psychological** -the attitudes and emotions that motivate activity and improve confidence to move and participate actively
- **Social-** the social skills and benefits to be active with and around others, the skilled interactions with others in relation to movement
- **Cognitive** the knowledge and practical understanding the how, why and when of physical movement and impact upon health and well-being
- Physical Safety and Risk awareness- skills for improving life long activity and across a wide range of active contexts

- Persuasive influences
- Humanities perspectives: historical, social sciences
 - Cross curricula communication using different lenses

Numeracy + Maths:

Maths U See, WA Curriculum Maths, Financial Literacy, Khan Academy, Mathletics, General Capability Australian Curriculum, ACSF, Biq Ideas of Maths- National Numeracy Learning Progression AC

Trusting the Count, Place Value, Multiplicative thinking, Partitioning, Proportional

Reasoning, Generalising

- Estimating and calculating with whole numbers
 - Recognising and using patterns and relationships
- Using fractions, decimals, percentages, ratios and rates
- Using spatial reasoning
- Interpreting statistical information
- Using measurement
- Using time in real-world, real-time contexts
- Financial literacy, using money in real-world, real-time contexts

Physical Skills and Tools of Trade:

Kitchen, Garden, Internships, Sport, ROMWOD, Mountain Bikes, Fire Twirling, Impact Projects, Digital Technology, Sewing, STEM, art tools and materials, board games, cluster 'tools' indoors and outdoors, Science and Chemistry, machinery (laminator, guillotine, scissors),

- Control and grip, dexterity
- Purpose and use (ability to use tools to follow aural, written, demonstrated and visual instructions, steps, methods and settings, simple repair and maintenance, process including of computers)
- Care and Storage of tools, equipment, machines, consumables (including food shopping)
- Safety (OHS and active motion/sport preparation)
- Basic first aid and DRSABCD around using tools and equipment
- Associated Vocabulary
- Self-help (summer, weather, toileting, feeding, clothing)
- Clean up skills
- Kitchen skills
- Garden skills
- Exhibition and Presentation skills
- Community (intergenerational) service skills
- Problem-solving with tools and physical skills
- Using tools in innovative ways
- Using tools to support circular thinking
- Using tools 'professionally' to increase quality, efficiency, safety and reduce wastage.
- Collaborate between skillsets

Physical Health, Safety and Well-Being:

OHS, Physical Education WA Curriculum, Protective Behaviours Curriculum: Keeping it Safe, Human Development (Babies documentary, brain and physical development across the human lifespan), SportAus AlS, Codes of Conduct, Cluster agreements, Search Institute Relationships Framework

Big Picture Learning Goals:

BPEA resources, Big Picture Learning USA, Big Picture videos, WA Curriculum Humanities, General Capabilities

QR Quantitative Reasoning:

- Fluency and computation
- Logical reasoning
- Problem-solving
- Modelling and analysing data

ER Empirical Reasoning:

- Fluency with scientific method and research principles
- Design and conduct scientific enquiry
- Understand, use and investigate a field of science
- Understand, use and investigate the scientific field of human development
 - Analyse scientific knowledge, theories and research

SR Social Reasoning:

- Critical analysis, distinguish fact from opinion, define and analyse past and current events of social significance
- Diverse perspectives
- People, Places and Environment
- Human behaviour and Expression
- Institutions and Systems

The Arts

WA Curriculum, STEAM learning, art as a learning and communication tool, Reggio Emilia: Art as part of the 100 Languages to explore and express understanding and to provoke thinking metaphorically, art used to communicate complex ideas and integrated learning (exhibition)

Computational thinking:

WA Curriculum, STEM learning, Maker approach

-coding, logic and language of logic

Intercultural Understanding and Languages: Big History Project,

Cross curricular priorities organising ideas (Australian Curriculum):

- Circular Business Model
- Create Brand Promise
- User Centred research
- Embed Feedback mechanisms
- Smart material choices
- Imagine new partnerships
- Learn from nature, biomimicry
- Circular Buy in
- Rapid Prototyping
- Product Journey Mapping

Big Picture Learning Goals: Social Reasoning, Quantitative Reasoning, Empirical Reasoning

Academic Rigor

Resources include:

EntreComp: The European Entrepreneurship Competence Framework and Playbook

SIMVENTURE evolution

Interaction Design Foundation

ellenmacarthurfoundation.org: circular economy with finite resources + the New Plastics Economy- growth decoupled from a resource constraints. Access the Circular Economy Design Guide, Tim Brown, access resources and online workshops as teaching units and as design challenge

Project Based Learning my.pblworks.org

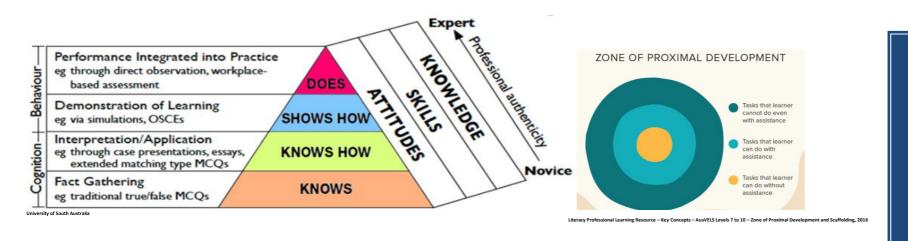
EL Education- Ron Berger, Make the World Better Projects

General Capabilities: Illustrations of Practice (Australian Curriculum)

			Livin	owledging g Communities- people, culture, country and gement, systems, world views, futures	d place, diversities, similarities, contribution	s,		
	English	Mathematics	Science	Humanities and Social Sciences	s	ı	Technologies	
Western Australian Curriculum	1. Language Language, variation and change Language for interaction Evaluative language Text structure and organisation Purpose audience and structures of different types of text Text cohesion Punctuation Concepts of print and screen Expressing and developing ideas Sentence and clause-level grammar Word-level grammar Visual language Vocabulary Phonics and word knowledge Phonological and phonemic awareness Alphabet and phonic knowledge Spelling Literature Literature and context Responding to literature Personal responses to the ideas, characters and viewpoints in texts Expressing preferences and evaluating texts	Examining literature Features of literacy texts Language devices in literacy texts, including figurative language Creating literature	1. Number and algebra • Number and place value • Fractions and decimals • Real numbers • Money and financial mathematics • Patterns and algebra • Linear and nonlinear relationships 2. Measurement and geometry • Using units of measurement • Shape • Location and transformation • Geometric reasoning • Pythagoras and trigonometry 3. Statistics and probability • Chance • Data representation and interpretation	1. Science as human endeavour Nature and development of science Use and influence of science 2. Science inquiry skills Questioning and predicting Planning and conducting Processing and analysing data Evaluating Communicating Science understanding Biological sciences Chemical sciences Earth and space sciences Physical sciences	1. Knowledge and understanding Civics and citizenship Communities Government and society Roles, responsibilities and participation Australia's system of government and citizenship Designing our political and legal system Democracy and law in action Our democratic rights Justice at home and overseas Economics and business Wants, resources and choices Trade offs and impacts of consumer and financial decisions Producing and consuming Participation and influences in the market place Australia and the global economy Economic performance and living standards	 History Personal and family histories Present and past family life The past in the present Community and remembrance First contacts The Australian Colonies Australia as a nation The ancient world (Egypt, Greece, Rome, India, China) Investigating the ancient past Investigating one ancient society The ancients in the modern world Investigating medieval Europe (c.590-1500) Investigating the Black Death in Asia, Europe and Africa (14th century plague) The making of the modern world Investigating the Industrial Revolution (1750-1914) Investigating World War 1 (1914-1918) The modern world and Australia Investigating World War II Investigating rights and freedoms (1945-the present) 	Geography People live in places Places have distinctive features People are connected to many places Places are both similar and different The Earth's environment sustains all life Factors that shape the environmental characteristics of places A diverse and connected world Water in the world Place and liveability Landforms and landscapes Changing nations Biomes and food security Geographies of interconnections Environmental change and management Geographies of human well being HASS Skills Questioning and researching Analysing Evaluating Communicating and reflecting	1. Design and technologies Knowledge and understanding Technologies and society Technologies contexts Engineering principles and systems Food and fibre production Food specialisations Materials and technologies specialisations Processes and productions skills Investigating and defining Designing Producing and implementing Evaluating Collaborating and managing Digital technologies Knowledge and understanding Digital systems Representations of data Processes and production skills Collecting, managing and analysing data Digital implementation Creating solutions by Investigating Designing Producing and implementing Evaluating Designing Producing and implementing
			Auslan: Second Language 1. Communicating Socialising Informing Creating Translating Reflecting Understanding Systems of language Language variation and change Role of language and culture	The Arts 1. Exploring ideas and improvising with ways to represent ideas 2. Developing skills and processes 3. Sharing the arts through performance, presentation for display for an audience 4. Responding to and interpreting the arts 1. Dance 2. Drama 3. Media arts 4. Music 5. Visual arts				Health and Physical Education 1. Attitudes and values 2. Personal, social and community health • Being healthy, safe and active • Communicating and interacting for health and well being • Contributing to healthy and active communities 3. Movement and physical activity • Moving our body • Understanding movement • Learning through movement

Child Side Curriculum Overview 2022 – "Work that matters. One child at a time within a community of learners" BPE.

Skills around investigating, analysing, organising, identifying, respecting, accepting and



"WE need to build explicit capacities in learners to prepare them to be agile and wise as they face complex and shifting problems.

Our children will need to build cognitive, interpersonal and intrapersonal dispositions to help them not only survive but thrive in their personal, community and work lives.

Twenty-first century capacities such as creativity, collaboration, critical reflection and communication are knowable and teachable." MICHAEL ANDERSON, PROFESSOR OF EDUCATION, UNIVERSITY OF SYDNEY.

Child Side Curriculum Principles

- Curriculum is designed and audited around preparing children uncommonly well for real world immersion both now, in their current developmental phase, and downstream as successful young adults. To do this, our design and audit is based upon building real competencies and confidence of all children within a resilient community setting.
- Curriculum is designed around children as learners within developmental phases, children are the starting point and the curriculum is backwards designed using this map in a collaborative process with highly experienced educators integrating knowledge around brain and body development and of each and every child and their whole story, not just isolated siloed areas.
- Curriculum is designed and audited around developmentally appropriate accessibility and translation for children within and across each cluster and individually, designing specific learning intentions around their ZPD, working towards expanding their possibilities in developmentally and personally appropriate ways.
- Curriculum is designed and audited around authentic cognition, behaviours and mindsets that are recognisable and necessary for living and learning in the real world.
- Curriculum is designed and audited as an integrated, multi-disciplinary, transformational process in real-time with real outcomes within the developmental scope of children within each cluster.
- Curriculum is designed and audited with relevance to current and future contexts.
- Curriculum is designed and audited with a long-term lens, creating and supporting life-long, adaptable and resilient learners, who do not need to know and do everything now nor in their futures.
- Curriculum is designed and audited with the intent of building upon each learner's strengths, whilst challenging their growth within each child's capacity (ZPD) and expanding their current and future possibilities.
- Assessment is based upon competency progression where the active curriculum builds children's competencies within their own capacities (ZPD) but distinctly across a community context.
- Auditing, evaluation and assessment of the quality education programme and learning environment and each child's competency progression is within the relevance of our educational paradigm, our mission, philosophy, principles and practices AND for the purpose of determining the levels of support, context and complexity of task and communication each child requires to grow confidence and connection.
- Our transformational curriculum is a dynamic design responsive to children's developmental phases, individual learner variance, the current and future world they live in and shaped by the responsibility to offer an authentic childhood.

Instead of being designed around year level achievement standards the Child Side Curriculum map informs the children, educators, families, our Governing Council, our wider community, the children's external assets and down-stream entities and opportunities, of the breadth and depth of our robust, integrated learning platform. This sits behind our quality educational programme and practices and can be implemented effectively to ensure all children make personal progressions within our unique 'small by design' and 'community by design' educational processes and designs.