

SCIENCE GALLERY MELBOURNE

CURRICULUM LINKS

MENTAL: Wearable Tech Workshop

Level 7-8

Critical and Creative Thinking

Suspend judgements temporarily and consider how preconceptions may limit ideas and alternatives ([VCCCTQ033](#))

Synthesise information from multiple sources and use lateral thinking techniques to draw parallels between known and new solutions and ideas when creating original proposals and artefacts ([VCCCTQ034](#))

Consider a range of strategies to represent ideas and explain and justify thinking processes to others ([VCCCTM040](#))

Consider how problems can be segmented into discrete stages, new knowledge synthesised during problem-solving and criteria used to assess emerging ideas and proposals ([VCCCTM042](#))

Health and Physical Education

Examine the benefits to individuals and communities of valuing diversity and promoting inclusivity ([VCHPEP132](#))

Design and Technologies

Critique needs or opportunities for designing and investigate, analyse and select from a range of materials, components, tools, equipment and processes to develop design ideas ([VCDSCD049](#))

Generate, develop and test design ideas, plans and processes using appropriate technical terms and technologies including graphical representation techniques ([VCDSCD050](#))

Independently develop criteria for success to evaluate design ideas, processes and solutions and their sustainability ([VCDSCD052](#))

Level 9-10

Critical and Creative Thinking

Suspend judgements to allow new possibilities to emerge and investigate how this can broaden ideas and solutions ([VCCCTQ044](#))

Challenge previously held assumptions and create new links, proposals and artefacts by investigating ideas that provoke shifts in perspectives and cross boundaries to generate ideas and solutions ([VCCCTQ045](#))

Investigate the kind of criteria that can be used to rationally evaluate the quality of ideas and proposals, including the qualities of viability and workability ([VCCCTM053](#))

Design and Technologies

Critique needs or opportunities to develop design briefs and investigate and select an increasingly sophisticated range of materials, systems, components, tools and equipment to develop design ideas ([VCDSCD060](#))

Apply design thinking, creativity, innovation and enterprise skills to develop, modify and communicate design ideas of increasing sophistication ([VCDSCD061](#))

Evaluate design ideas, processes and solutions against comprehensive criteria for success recognising the need for sustainability ([VCDSCD063](#))

Health and Physical Education

Evaluate factors that shape identities, and analyse how individuals impact the identities of others ([VCHPEP142](#))

Level 7-8**Personal and Social Capability**

Perform in a variety of team roles and accept responsibility as a team member and team leader, assessing how well they support other members of the team ([VCPSCSO041](#))

Describe how and why emotional responses may change in different contexts ([VCPSCSE034](#))

Explore their personal values and beliefs and analyse how these values and beliefs might be different or similar to those of others ([VCPSCSO038](#))

Science

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 ([VCSSU089](#))

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 ([VCSSU090](#))

Visual Arts

Explore visual arts practices as inspiration to explore and develop themes, concepts or ideas in artworks ([VCAVAE033](#))

Explore how artists use materials, techniques, technologies and processes to realise their intentions in artworks ([VCAVAE034](#))

Analyse how ideas and viewpoints are expressed in artworks and how they are viewed by audiences ([VCAVAR038](#))

Identify and connect specific features of visual artworks from different cultures, historical and contemporary times, including artworks by Aboriginal and Torres Strait Islander peoples ([VCAVAR039](#))

Visual Communication Design

Explore and apply methods, materials, media, design elements and design principles to create and present visual communications ([VCAVCDE001](#))

Use manual and digital drawing methods and conventions to create a range of visual communications ([VCAVCDV002](#))

Develop and present visual communications for different purposes, audiences and in response to specific needs ([VCAVCDP003](#))

Level 9-10**Personal and Social Capability**

Analyse how divergent values and beliefs contribute to different perspectives on social issues ([VCPSCSO047](#))

Evaluate own and others contribution to group tasks, critiquing roles including leadership and provide useful feedback to peers, evaluate task achievement and make recommendations for improvements in relation to team goals ([VCPSCSO050](#))

Science

Advances in scientific understanding often rely on developments in technology and technological advances are often linked to scientific discoveries ([VCSSU115](#))

The values and needs of contemporary society can influence the focus of scientific research ([VCSSU116](#))

Visual Arts

Explore the visual arts practices and styles as inspiration to develop a personal style, explore, express ideas, concepts and themes in art works ([VCAVAE040](#))

Explore how artists manipulate materials, techniques, technologies and processes to develop and express their intentions in art works ([VCAVAE041](#))

Analyse and interpret artworks to explore the different forms of expression, intentions and viewpoints of artists and how they are viewed by audiences ([VCAVAR045](#))

Visual Communication Design

Develop and present visual communications that demonstrate the application of methods, materials, media, design elements and design principles that meet the requirements of a specific brief and target audience ([VCAVCDE006](#))

Generate, develop and refine visual communication presentations in response to the brief ([VCAVCDE007](#))

Use manual and digital drawing methods to create visual communications in the specific design fields of Environmental, Industrial and Communication Design ([VCAVCDV008](#))