Content for Early Stage 1

Living World

Outcomes

A student:
› observes, questions and collects data to communicate ideas STe-1WS-S
› develops solutions to an identified need STe-2DP-T
› explores the characteristics, needs and uses of living things STe-3LW-ST

Content Focus

Early Stage 1 of the Living World strand focuses on living things, their characteristics, needs, behaviours, and the environment in which they live. Students explore how plants and animals satisfy our needs by providing us with the resources for the production of food and fibre. Early Stage 1 of this strand introduces students to the biological sciences and how food and fibre are used and are essential to society and its needs.

Skills Focus

Working Scientifically
Planning and conducting investigations
• make observations using senses through participation in guided scientific investigations
• record observations using drawings, simple digital recording methods, oral descriptions and/or simple visual representations (ACSI011)
• work cooperatively with others to investigate ideas
• develop safe skills when using materials and equipment

Communicating
• share observations and ideas based on guided investigations (ACSI012)

Design and Production
Identifying and defining
• identify and describe needs or opportunities for designing
• identify the technologies needed to achieve designed solutions (ACTDEP005)

Inquiry and Focus Questions
• What do we notice about living things?
• How can living things be used to meet our needs?
Content

Characteristics and basic needs of living things

Inquiry question: What do we notice about living things?

Students:
- recognise that living things have basic needs including air, food and water (ACSSU002)
- compare the basic needs of some plants and animals
- participate in guided investigations to identify living things and the external features of plants and animals in the local environment SciT
- communicate findings of observations of living things in their environment SciT

Using living things as food and fibre

Focus question: How can living things be used to meet our needs?

Students:
- recognise that plants and animals can be used as food, or materials (fibres) for clothing and shelter (ACTDEK003)
- explore a range of foods obtained from plants and animals, for example: custom (Aboriginal and Torres Strait Islander foods)
- foods from a range of cultures, eg African, American, German, Indian, Japanese
- explore everyday items that are designed and produced from fibres sourced from plants and animals, for example: DesT
- fabrics and yarns used for clothing
- wood products used for shelters

In Science and Technology, codes identify opportunities for types of thinking to be incorporated into the knowledge, understanding and skills:
- Computational thinking (ComT)
- Design thinking (DesT)
- Scientific thinking (SciT)
- Systems thinking (SysT)

Schools have the flexibility to select, change or add skills related to the learning.