



STS sections matched with Victorian Curriculum Strands and Substrands

Capability	Strand	C	W	G	M	I	F	P	R	V	S
Critical and Creative Thinking	<ul style="list-style-type: none"> • Questions and Possibilities • Reasoning • Meta-cognition 	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Ethical	<ul style="list-style-type: none"> • Understanding concepts • Decision Making and Actions 	*	*	*	*	*	*	*	*	*	*
Intercultural	<ul style="list-style-type: none"> • Cultural Practices • Cultural Diversity 	*	*	*	*	*	*	*	*	*	*
Personal and Social	<ul style="list-style-type: none"> • Self-Awareness and Management • Social Awareness and Management 	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Learning Area	Strand	C	W	G	M	I	F	P	R	V	S
The Arts	<ul style="list-style-type: none"> • Explore and express ideas • Practices • Present and Perform • Respond and Interpret 	✓	*	✓	✓	✓	✓	✓		✓	✓
<ul style="list-style-type: none"> • Dance • Drama • Media Arts • Music • Visual Arts • Visual Communication Design 		✓	*	✓	✓	✓	✓	✓		✓	✓
English	Mode <ul style="list-style-type: none"> • Reading and Viewing • Writing • Speaking and Listening 	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Health and Physical Education	<ul style="list-style-type: none"> • Personal, Social and Community Health • Movement and Physical Activity 										
The Humanities											
<ul style="list-style-type: none"> • Civics and Citizenship • Economics and Business • Geography • History 			*	*	*	*		*	*		*
Languages											
Mathematics	<ul style="list-style-type: none"> • Number and Algebra • Measurement and Geometry • Statistics and Probability 	✓	*	✓	✓	✓	✓	*	✓	*	✓
		✓	*	✓	✓	✓	✓	*	✓	*	✓
		✓	*	✓	✓	✓	✓	*	✓	*	✓
Science	<ul style="list-style-type: none"> • Science Understanding • Science Inquiry Skills 	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
		✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Technologies	<ul style="list-style-type: none"> • Technologies and Society • Technologies Contexts • Creating Designed Solutions 		*		✓	✓		*	✓	*	*
<ul style="list-style-type: none"> • Design and Technologies 			*		✓	✓		*	✓	*	*
<ul style="list-style-type: none"> • Digital Technologies 	<ul style="list-style-type: none"> • Digital Systems • Data and Information • Creating Digital Solutions 	✓	*	*	*	*		*		✓	*
		✓	*	*	*	*		*			*
		✓	*	*	*	*		*			*

* This is dependent upon the type of topic/form of presentation the student has chosen.

C = Computer Programs & Simulations

W = Creative Writing

G = Games

M = Working Models

I = Inventions

F = Scientific Photography

P = Posters & Scientific Wallcharts

R = Experimental Research

V = Video Productions

S = Class Project

