

YOUNG DESIGNERS: LOCATION AND TRANSFORMATION

CURRICULUM CONTENT DESCRIPTIONS

Level 4	Level 5	Level 6	Stages that address the content
Mathematics: Measurement and Geometry			
	Connect three-dimensional objects with their nets and other two-dimensional representations (VCMMG198)		<ul style="list-style-type: none"> Architectural Designs
Use simple scales, legends and directions to interpret information contained in basic maps (VCMMG172)	Use a grid reference system to describe locations. Describe routes using landmarks and directional language (VCMMG199)		<ul style="list-style-type: none"> Urban Designs
Create symmetrical patterns, pictures and shapes with and without digital technologies (VCMMG173)	Describe translations, reflections and rotations of two-dimensional shapes. Identify line and rotational symmetries (VCMMG200)	Investigate the effect of combinations of transformations on simple and composite shapes, including creating tessellations, with and without the use of digital technologies (VCMMG229)	<ul style="list-style-type: none"> Architectural Designs Exterior Designs Interior Designs Interpreting Designs
	Apply the enlargement transformation to familiar two dimensional shapes and explore the properties of the resulting image compared with the original (VCMMG201)		<ul style="list-style-type: none"> Interior Designs
Mathematics: Patterns and Algebra			
	Follow a mathematical algorithm involving branching and repetition (iteration) (VCMNA194)		<ul style="list-style-type: none"> Urban Designs
Critical and Creative Thinking			
	Consider the importance of giving reasons and evidence and how the strength of these can be evaluated (VCCCTR025)		<ul style="list-style-type: none"> Architectural Designs
Digital Technologies			
	Design, modify and follow simple algorithms represented diagrammatically and in English, involving sequences of steps, branching, and iteration (VCDTCD032)		<ul style="list-style-type: none"> Urban Designs