

VICTORIAN CURRICULUM v2.0 MAPPING

Levels 1 and 2

CAPABILITY / LEARNING AREA	CODE	CONTENT DESCRIPTION	Lesson 1: Safe Use of Fire and Heat	Lesson 2: Home Fire Hazards	Lesson 3: Burns First Aid	Lesson 4: Smoke Alarms	Lesson 5: Home Fire Escape Plan	Lesson 6: Emergency Triple Zero	Lesson 7: Firefighters
The Arts - Media Arts	VC2AMA2C01	Use media languages and media technologies to construct representations							
English	VC2E1LY13	Create short narrative and informative texts, written and spoken, on personal and learnt topics, including using some topic-specific vocabulary, appropriate multimodal elements, and a structure with an opening, middle and conclusion							
	VC2E2LY11	Create short narrative, informative and persuasive texts for familiar audiences using simple text structures, topic-specific vocabulary and multimodal elements as appropriate							
	VC2E1LY12	Use comprehension strategies, such as visualising, predicting, connecting, summarising and questioning, and draw on learnt vocabulary and growing knowledge of context and text structures to build literal and inferred meanings							
	VC2E1LY01	Use interaction skills including turn-taking, speaking clearly, using active listening behaviours and responding to the read or spoken contributions of others, and contributing ideas and questions							
	VC2E1LY02	Deliver short spoken texts to an audience using features of voice							
Health and Physical Education	VC2HP2P06	Identify and demonstrate protective behaviours and help-seeking strategies they can use to help them and others stay safe							
	VC2HP2P07	Investigate a range of health messages and strategies in their community to promote their own health, safety and wellbeing							
<u>Mathematics</u>	VC2M1SP02	Give and follow directions to move people and objects to different locations within a space							
	VC2M2SP02	Locate positions in two-dimensional representations of a familiar space; move positions by following directions and pathways							
Technologies - Design and Technologies	VC2TDE2D02	Explore, generate and communicate design ideas through describing, drawing or modelling, using manual and digital tools							