

Victoria Syllabus Outcomes for Wonderworks; Science and Maths (Levels 2-5)

Science

Science		
Level	Learning focus	Exhibits
Level 2	<ul style="list-style-type: none"> they observe and describe phenomena; for example, properties of natural and manufactured materials, insect life cycles, phases of the moon, magnets in action, mirrors and seeing around corners, and light and sound from batteries 	Curiosity Corner Multi-mirrors Kaleidoscope Corner Reflectors Coloured Shadows Frozen Shadows Falling Magnets Floating in Copper
Level 3	<ul style="list-style-type: none"> They examine, by referring to energy transformation, the operation of a range of everyday devices; for example, gates, locks, toasters and hot water systems. They learn about the actions of forces on objects that affect their motion and shape in everyday situations such as walking, playing ball games, blowing up balloons, playing with moving toys and riding in cars or aeroplanes. 	Curiosity Corner Frozen Shadows Harmonograph Flow Tank
Level 4	<ul style="list-style-type: none"> They link cause and effect (for example, how physical and chemical changes impact on substances) and how using force produces motion (for example, how objects are affected by gravity, how the magnitude of a force affects the motion and the shape of an object, and how forces such as magnetism may act at a distance). 	Pendulum Snake Falling magnets Floating in Copper Frozen Shadows

		Curiosity Corner
Level 5	<ul style="list-style-type: none"> • They begin to design and build models to demonstrate the application of science concepts; for example, energy transformation and energy transfer in a solar barbecue, the reflection of light in periscopes, the desalination of water, and the double-pump action of the human heart. • They construct simple electric circuits which include batteries. 	Frozen Shadows Curiosity Corner Multi-mirrors Kaleidoscope Corner Reflectors

Maths		
Level	Learning focus	Exhibits
Level 2	<ul style="list-style-type: none"> • students recognise lines, surfaces and planes, corners and boundaries; familiar two-dimensional shapes including rectangles, rhombuses and hexagons, and three-dimensional shapes and objects including pyramids, cones, and cylinders. 	Kaleidoscope Corner Reflectors Multi-mirrors Curiosity Corner
Level 3	<ul style="list-style-type: none"> • They explore the concept of angle as turn (for example, using clock hands) and as parts of shapes and objects (for example, at the vertices of polygons). 	Kaleidoscope Corner Reflectors Curiosity Corner
Level 4	<ul style="list-style-type: none"> • They use patterns and arrays to develop understanding of multiples (including lowest common multiple), factors (including highest common factor), prime and composite numbers. • They use the ideas of angle, size and scale to describe the features of shapes and solids. They identify symmetry by reflection or rotation. 	Pendulum Snake Kaleidoscope