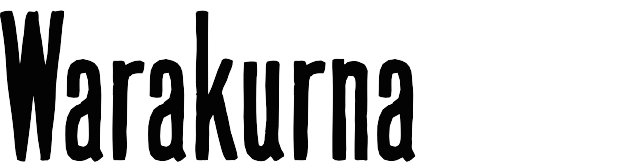
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**Curriculum mapping | Year 3**

|  |  |  |
| --- | --- | --- |
| **Australian Curriculum Version 9**  **Aboriginal and Torres Strait Islander Histories and Cultures**  Country/Place A\_TSICP1  English | **Warakurna education resources**  [**https://digital-classroom.nma.gov.au/warakurna**](https://digital-classroom.nma.gov.au/warakurna) | **Warakurna activity booklet** |
| **AC9E3LE01** | * Digital flip book | * Q1 |
| Discuss characters, events and settings in different contexts in literature by First Nations | * Videos | * Q2 |
| Australian, and wide-ranging Australian and world authors and illustrators. |  |  |
| **Elaborations** | * Digital flip book | * Q2 |
| Discuss characters and their relationship with Country/Place and families in literature by First | * Videos | * Q3 |
| Nations Australian authors. |  |  |
| **Visual Arts** |  |  |
| **Exploring and responding** | | |
| **AC9AVA4E01** | * Digital flip book | * Q1 |
| Explore where, why and how visual arts are created and/or presented across cultures, times, places and/or other contexts. | * Videos * Artworks * Artists | * Q3 |

|  |  |  |
| --- | --- | --- |
| **AC9AVA4E02** | * Digital flip book | * Q1 |
| Explore how First Nations Australians use visual arts to communicate their connection to and responsibility for Country/Place. | * Videos * Artworks * Artists | * Q2 * Q3 * Q4 |
|  |  | * Q5 |
|  |  | * Q6 |
| **Developing practices and skills** | | |
| **AC9AVA4D01** | * Games | * Q5 |
| Experiment with a range of ways to use visual conventions, visual arts processes and materials. |  | * Q6 |
| **Creating and making** | | |
| **AC9AVA4C01** | * Games | * Q5 |
| Use visual conventions, visual arts processes and materials to create artworks that communicate |  | * Q6 |
| ideas, perspectives and/or meaning. |  |  |