

K-6 Kimbriki Excursion: NSW Curriculum Links

Content outcomes explored through Kimbriki excursion and supporting resources for the classroom

Early Stage 1 – HSIE and Science & Technology				
Learning Area	Outcome Code and Description	Outcome Content Covered	Related Excursion Activities	Supporting Resource Hive Documents
HSIE	HSE-ACH-01 Identifies ways that Aboriginal people connect with country, culture and community	Aboriginal Peoples are connected to country	- Site Bus Tour	
HSIE	HSE-GEO-01 Identifies and locates places people connect with, using geographical information	Places can be located and described using geographical information People are connected to places and each other	- Site Bus Tour - Ecologos (I take care of everywhere I go) - Sort @ the Source	- Eco Mini Mites - Nature Journalling (K-2) - Waste Unit of Work K-2 Sustainability Lesson 1
Science & Tech	STE-SCI-01 Identifies and describes characteristics of living things, properties of materials, and movement.	Living things have characteristics that help them survive in their environment	- Worm Farming 101	- Eco Mini Mites - K-2 Garden Senses Wander - What is Soil? (K-2) - What I Know about Worms
	STE-PQU-01 Poses questions based on observations to collect data	Objects are made of materials that have observable properties	- Site Bus Tour - Sort at the source	- Compost Sum - Waste Unit of Work (Lessons 2, 3, 4, 5, 6)
		Living things and objects move in different ways	- Worm Farming 101	- Eco Mini Mites - What is Soil? (K-2)
		Communicating and creating written sentences supports understanding of Science and Technology		- Eco Mini Mites - Nature Journalling (K-2) - What I Know about Worms

Stage 1 – HSIE and Science & Technology

Learning Area	Outcome Code and Description	Outcome Content Covered	Related Excursion Activities	Supporting Resource Hive Documents
HSIE	HS1-GEO-01 Describes ways people connect to and care for places, water environments and each other, using geographical information.	People care for Australia's water environments	<ul style="list-style-type: none"> - Site Bus Tour - Ecologos (I take care of everywhere I go) - The 4 Rs (Rethink, Reduce, Reuse, Recycle) - Sustainability Solutions 	<ul style="list-style-type: none"> - Eco Mini Mites
		People engage in active citizenship by working together to care for places and each other	<ul style="list-style-type: none"> - Site Bus Tour - Ecologos (I take care of everywhere I go) - Sort @ the source 	<ul style="list-style-type: none"> - Eco Mini Mites - Gumboot Planter - Plant a Butterfly Garden - Waste Unit of Work (Lessons 1, 5, 6)
Science & Tech	ST1-SCI-01 Measures and describes changes in living things, materials, movement, Earth and the sky.	Living things change over time	<ul style="list-style-type: none"> - Worm Farming 101 	<ul style="list-style-type: none"> - Compost Sum (K-2) - Eco Mini Mites - Worms Make Soil (S1 Extension) - Waste Unit of Work (Lessons 2 and 3)
		The human's body's sense organs detect its environment	<ul style="list-style-type: none"> - Garden Senses Wander 	<ul style="list-style-type: none"> - Garden Senses Wander (K-2) - Nature Journalling (K-2) - What is Soil? (K-2)
		Planet earth is our home	<ul style="list-style-type: none"> - Ecologos (I take care of everywhere I go) - Sustainable Solutions 	<ul style="list-style-type: none"> - Eco Mini Mites - Waste Unit of Work (Lessons 1 and 6)
		Creating written texts supports understanding of Science and Technology		<ul style="list-style-type: none"> - Eco Mini Mites - Nature Journalling (K-2)
Science & Tech	ST1-DDT-01	A design process is used to define user needs and create solutions	<ul style="list-style-type: none"> - The 4 Rs (Rethink, Reduce, Reuse, Recycle) - Sustainable Solutions 	<ul style="list-style-type: none"> - Eco Mini Mites

Stage 1 – HSIE and Science & Technology

	Uses technologies and materials to design and make products to address user needs or opportunities		
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Stage 2 – HSIE and Science & Technology

Learning Area	Outcome Code	Outcome Description	Related Excursion Activities	Supporting Resource Hive Documents
HSIE	HS2-GEO-01 Explains how people care for Australia's environments and participate in Australian society, using geographical information.	People have responsibility to care for Australia's environments	<ul style="list-style-type: none"> - Site Bus Tour - Food Waste and Landfill - Ecologos (I take of everywhere I go) - The 4 Rs (Rethink, Reduce, Reuse, Recycle) - Sort @ the Source - Composting 101 - Worm Farming 101 - Sustainable Solutions 	<ul style="list-style-type: none"> - Compost in a Bottle - Compost Stew S2 - Eco Mites - Kimbriki Waste Audit Guide - Nature Journalling (3-6) - Soil Detectives - Worms Make Soil S2
Science & Tech	ST2-SCI-01 Uses information to investigate the solar system and the effects of energy on living, physical and geological systems	Living things depend on energy and materials to survive	<ul style="list-style-type: none"> - Ecologos (I take of everywhere I go) - Worm Farming 101 	<ul style="list-style-type: none"> - Compost in a Bottle - Eco Mites - Kimbriki Waste Audit Guide - Nature Journalling (3-6) - Separating Soils (3-6 Extension) - Soil Detectives (3-6) - Worms Make Soil (S2)
	ST2-PQU-01 Poses questions to create fair tests that investigate the effects of energy on living things and physical systems	Energy is required to change the properties of matter	<ul style="list-style-type: none"> - Site Bus Tour 	
		Body systems work together to enable movement	<ul style="list-style-type: none"> - Worm Farming 101 	<ul style="list-style-type: none"> - Worms Make Soil (S2)

Stage 2 – HSIE and Science & Technology

		<p>Creating written explanations of physical and living systems supports understanding of Science and Technology</p>	<ul style="list-style-type: none"> - Site Bus Tour - Composting 101 	<ul style="list-style-type: none"> - Compost Stew Activity (S2) - Compost in a Bottle - Nature Journaling (3-6)
Science & Tech	<p>ST2-DDT-01 Uses a design process to create products to address user needs or opportunities</p>	Design is a process of creating and innovating	<ul style="list-style-type: none"> - Garden Senses Wander 	<ul style="list-style-type: none"> - Kimbriki Waste Audit Guide
		Digital systems can be created and controlled		

Stage 3 – HSIE and Science & Technology

Learning Area	Outcome Code	Outcome Description	Related Excursion Activities	Supporting Resource Hive Documents
HSIE	HS3-GEO-01 Examines global citizenship and how people organise, protect and sustainably use the environment, using geographical information.	People can protect global environments and use sustainable practices for the future	- Site Bus Tour - Ecologos (I take of everywhere I go) - Sustainable Solutions - Worm Farming 101 - Composting 101 - Food Waste and Landfill - Sort @ the Source	- How to set up an Effective School Compost System - Kimbriki Waste Audit Guide - Photos of School Compost System - EHG Sustainable Living Video Gallery - Eco Mites
Science & Tech	ST3-SCI-01 Uses evidence to explain how scientific knowledge can be used to develop sustainable practices	Living things may change over millions of years, in response to their environment	- Site Bus Tour - Worm Farming 101 -	- Nature Journalling (3-6) - Worms Make Soil
		A fixed amount of usable matter makes up all the material on Earth	- Site Bus Tour - The 4 Rs (Rethink, Reduce, Reuse, Recycle) - Composting 101	- Compost in a Bottle - Compost Stew Activity - Eco Mites - Kimbriki Waste Audit Guide - How to Set Up and Manage School Compost System - Separating Soils (3-6 Extension)
		Earth's climate is affected by natural and human activities	- Site Bus Tour - Food Waste Out of Landfill - Composting 101	- Kimbriki Waste Audit Guide
Science & Tech	ST3-DDT-01 Uses design processes to create, evaluate and modify designed solutions	Design processes explore opportunities and develop solutions	- Garden Senses Wander	- Kimbriki Waste Audit Guide