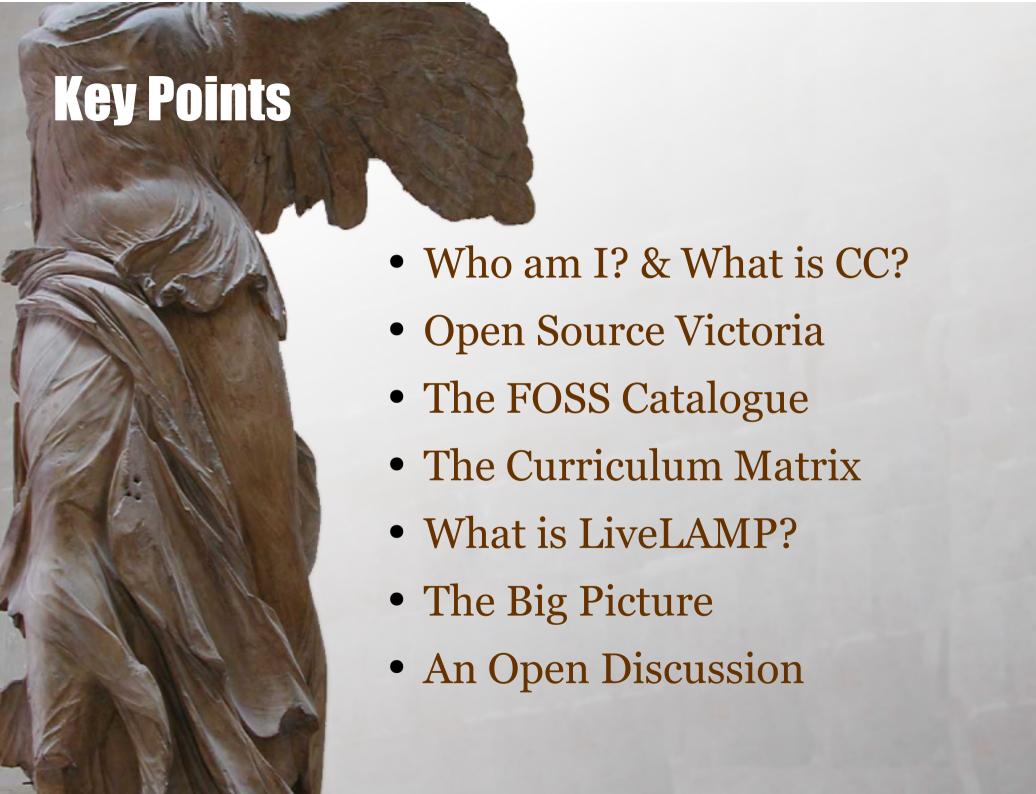


Donna Benjamin

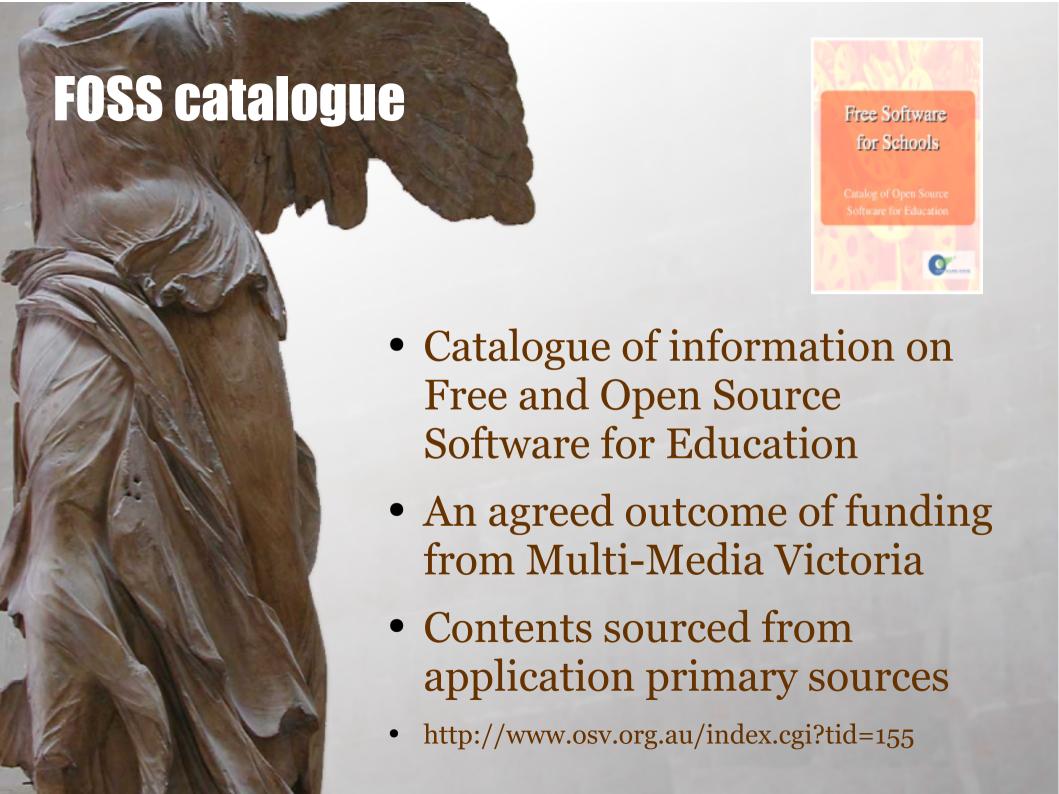
education spokesperson Open Source Victoria

executive director Creative Contingencies









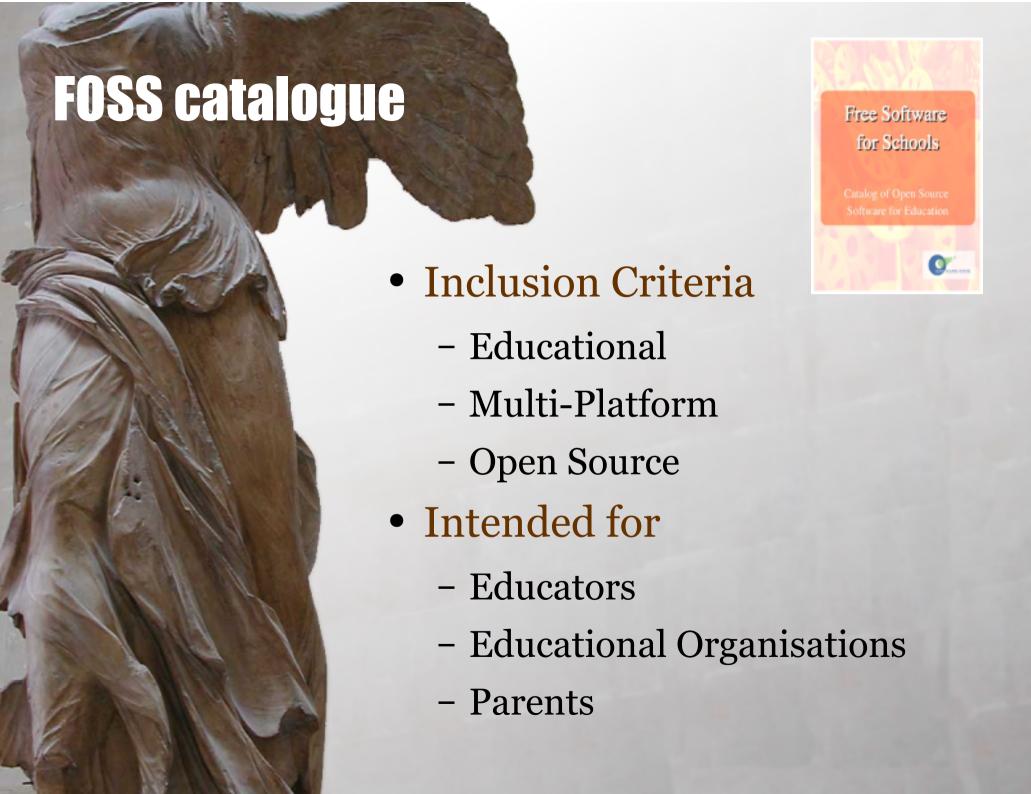
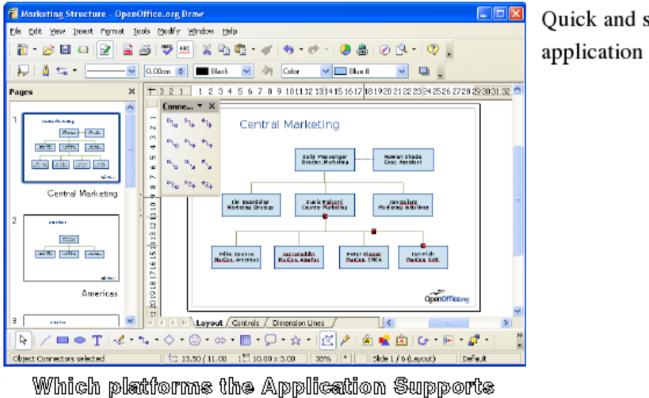


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Here's an example:

Title of Application is shown here



Quick and simple overview of the application is shown here...

Windows

Mac OS

Limux

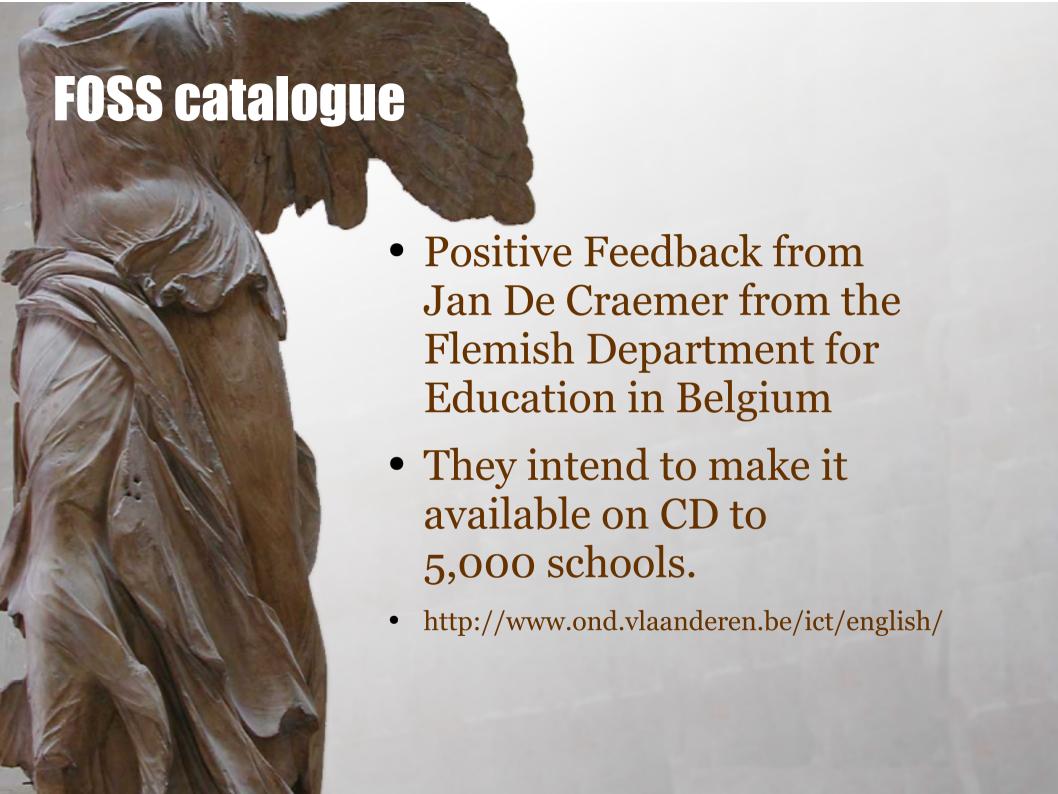
Umix

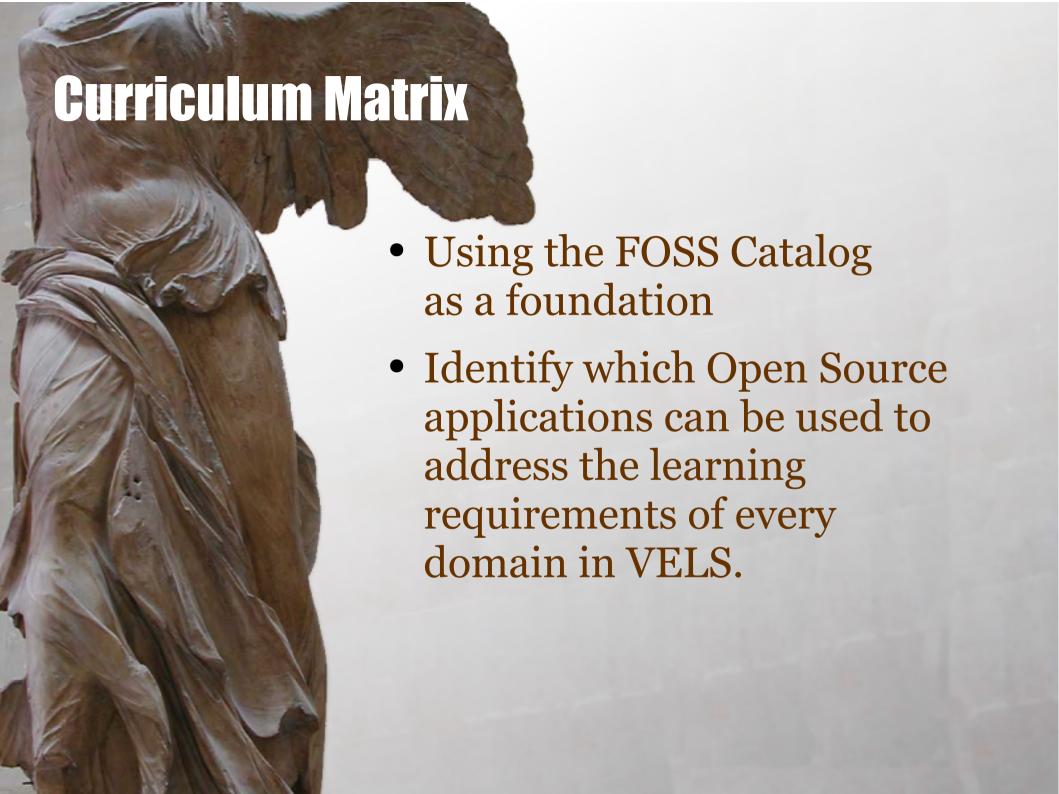
http://www.URLofApplication/

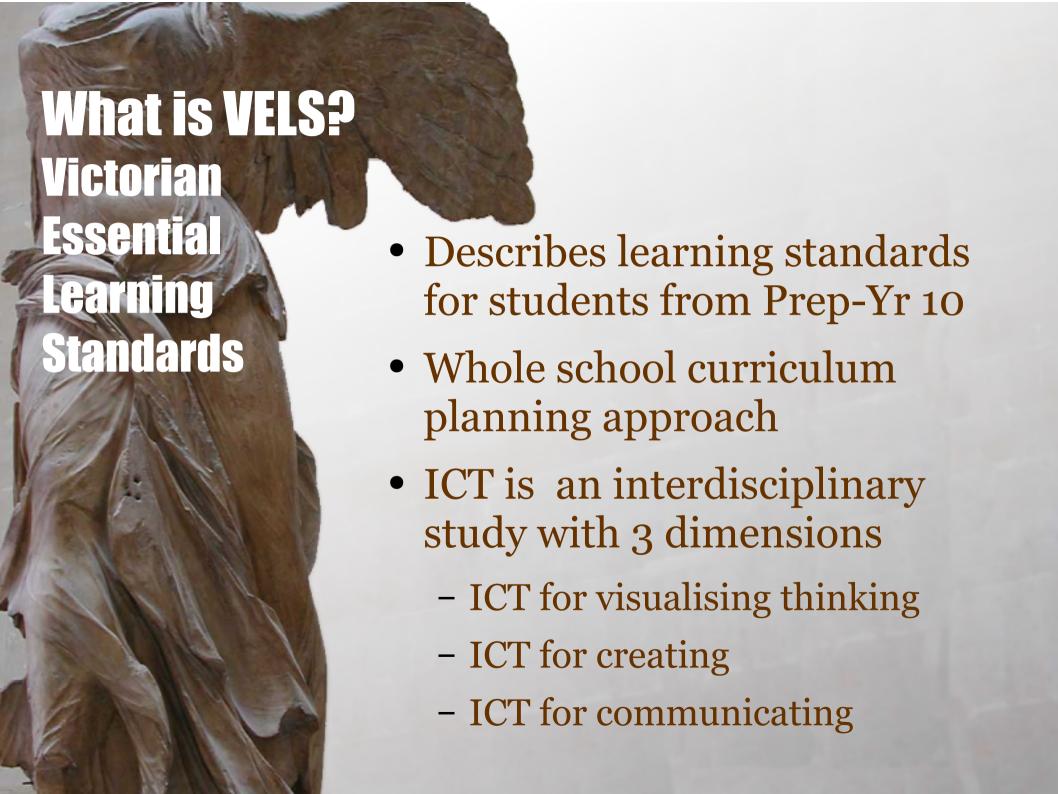
A Note on the Software

Open Source Victoria makes this catalog available as an informational resource. We don't specifically endorse the quality or efficacy of the software for your needs or requirements.











VICTORIAN ESSENTIAL LEARNING STANDARDS

A WHOLE SCHOOL CURRICULUM PLANNING FRAMEWORK

Three interwoven purposes

To equip students with capacities to:

Manage themselves and their relations with others
Understand the world and
Act effectively in that world

to prepare them for success in education, work and life.

This is achieved through the three core, interrelated strands of



Physical, Personal and Social Learning

Knowledge, skills and behaviours in Health and Physical Education; Personal Learning; Interpersonal Development; Civics and Citizenship

Discipline-based Learning

Knowledge, skills and behaviours in The Arts; English and Languages Other Than English; The Humanities; Mathematics; Science

Interdisciplinary Learning

Knowledge, skills and behaviours in Communication; Design, Creativity and Technology; Information and Communications Technology; Thinking

across the stages of learning

Years Prep to 4

Laying the foundations

Years 5 to 8

Building breadth and depth

Years 9 to 10

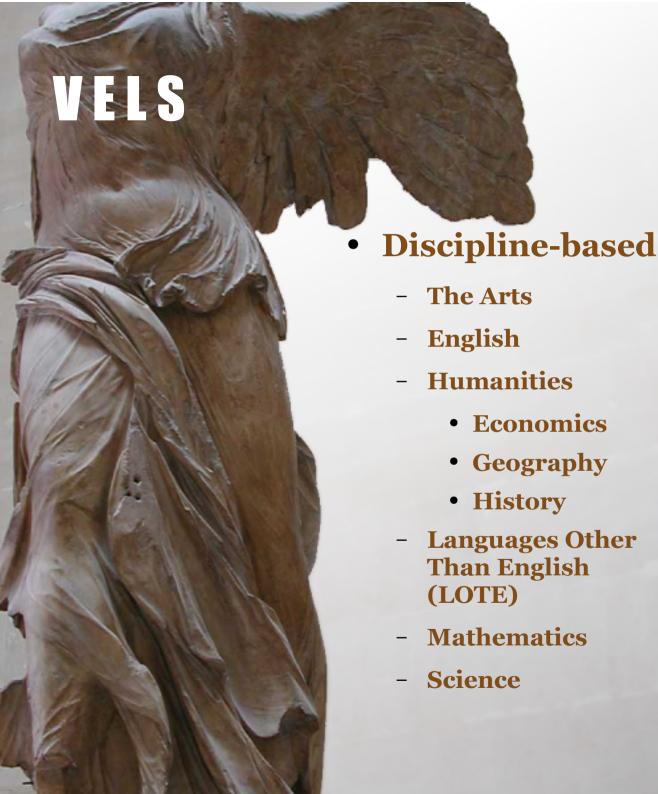
Developing pathways

underpinned by educational purposes, principles and values

to form

Victorian Essential Learning Standards a framework for whole school curriculum planning

Schools plan their teaching and learning programs, using the three strands, to enable their students to achieve the essential statewide learning standards.



- Physical, Personal and Social
 - Interpersonal Development
 - Personal Learning
 - Civics and Citizenship
- Interdisciplinary
 - Communication
 - Design, Creativity and Technology
 - Information and Communications Technology (ICT)
 - Thinking



