

AT QUEENSLAND MUSEUM

Australian Curriculum Links for Years 5 - 6

Term 2, 2023

SparkLab is a Sciencentre experience at Queensland Museum. Refer to the Exhibition Guide for an overview of the interactive exhibits and programs.

SparkLab exhibits and programs link to the Australian Curriculum specifically in the learning areas of Science, Technologies and Mathematics, and support students to develop their general capabilities in Literacy, Numeracy, and Critical and Creative Thinking.

General capabilities relevant to SparkLab

Direct links	
Literacy Critical and Creative Thinking	
Comprehending texts through listening, reading and viewing.	Inquiring - identifying, exploring and organising information and ideas.
Text, word and visual knowledge.	Generating ideas, possibilities and actions.
Numeracy	Reflecting on thinking and processes.
Recognise and using patterns and relationships.	Analysing, synthesising and evaluating reasoning and procedures.
Using spatial reasoning.	
Using measurement.	



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Science

	Knowledge and Understanding	Science as a Human Endeavour and Science Inquiry Skills	Sample of linked <i>SparkLab</i> exhibits and programs
Year 5	Chemical sciences (ACSSU077) Solids, liquids and gases have different observable properties and behave in different ways.	Nature and development of science (ACSHE081) Science involves testing predictions by gathering data and using evidence to develop explanations of events and phenomena.	Science Bar: Under pressure Students select and recognise how different materials (solids, liquids and gases) behave and change in a vacuum chamber – where the air pressure is decreased and increased. They consider if this change is reversible. This program is facilitated by a Learning Officer, however the investigation is directed by the students.
		Use and influence of science (ACSHE083) Scientific understandings, discoveries and inventions are used to solve problems that directly affect people's lives.	
		Questioning and predicting (ACSIS231) Pose questions to clarify practical problems or inform a scientific investigation, and predict what the findings of an investigation might be.	Science Bar: Mix master: Students <i>predict</i> and <i>recognise</i> what happens when a variety of household products are mixed together. <i>Consider</i> if a chemical change has occurred. Students <i>describe</i> the properties of the new products. This program is
		Planning and conducting (ACSIS086) Plan appropriate investigation methods to answer	facilitated by a Learning Officer, however the investigation is directed by the students.
		questions or solve problems. (ACSIS087) Decide which variable should be changed and measured in fair tests.	Air flow: Students move different shaped objects into a stream of fast- or slow-moving air. Students observe and recognise how fluids can flow and
		Processing and analysing information (ACSIS218) Compare data with predictions and use as evidence in developing explanations.	move over objects and explore patterns of turbulence in the air.
		Evaluating (ACSIS091) Suggest improvements to the methods used to investigate a question or solve a problem.	Cloud rings: Students <i>apply</i> a changing force ont a rubber membrane, which forces mist or a little cloud out of a circular hole. <i>Describe</i> what shape the cloud takes as it rises to the ceiling. <i>Explore</i>
		Communicating (ACSIS093) Communicate ideas, explanations and processes in a variety of ways.	ways to change the shape or how it moves. Flowing mist: Students <i>investigate</i> mist (gaseous air with tiny droplets of liquid water) as it flows down a ramp and <i>observe</i> how it flows and changes shape. Students <i>explain</i> how it 'disappears' when heated.







The Earth	space sciences (ACSSU078) is part of a system of planets round a star (the sun).*	Science on a Sphere: Planets Students can select a number of presentations on our 1.8 m sphere, including close up views of the Earth, the Sun, planets and various moons. In addition to this, students can compare the rotation of different planets with Planet Rotations, explore the Solar System to Scale, view a coloured topographic map of Mars, Mercury or Venus or view a panorama of the Milky Way.
		There are over 40 presentations (datasets) on the free-choice kiosk and a Learning Officer can access over 500 datasets via an iPad.
		Speedy planets: Students roll a number of balls around the edge of a large double gravity well and compare how they move. As the balls roll around the holes, they behave like planets orbiting a star (or a pair of stars).
from a so	science (ACSSU080) Light urce forms shadows and can bed, reflected and refracted.	Frozen shadows: Students <i>explore</i> leaving shadows behind on a phosphorescent coated wall. They <i>predict</i> how the properties of this material enable the wall to absorb the light from the large flash unit and to glow to create these shadows. <i>Consider</i> how you can change the shape, size and sharpness of your shadow.
		Coloured shadows: Students block one or more primary colours of lights and <i>create</i> a number of coloured shadows on the white light wall. <i>Explore</i> what happens when all the light is blocked or when one or more colours of light mix together.
		Science Bar: Lights, colour, action! Students investigate and recognise how we can use light and colour to change the way things look. Infer why white light is split into colours, how light is mixed and why some light is blocked or allowed to pass through coloured filters. This program is facilitated





			by a Learning Officer, however the investigation is directed by the students. Seeing colour: Students examine objects illuminated under one of the three primary colours of light: red, green and blue. Infer why the objects appear to change colour and what colour would the object appear under white light. The colour we perceive is the colour of light reflected into our eye. Mirror, mirror: Students examine reflections with a series of repeated mirrors.
Year 6	Chemical sciences (ACSSU095) Changes to materials can be reversible, such as melting, freezing, evaporating; or irreversible such as burning or rusting.	Nature and development of science (ACSHE098) Science involves testing predictions by gathering data and using evidence to develop explanations of events and phenomena. Questioning and predicting (ACSIS232) Pose questions to clarify practical problems or inform scientific investigation, and predict what the findings of an investigation might be. Planning and conducting (ACSIS103) Plan investigation methods to answer questions or solve problems. (ACSIS104) Decide which variable should be changed and measured in fair tests. Processing and analysing information (ACSIS221) Compare data with predictions and use as evidence in developing explanations. Evaluating (ACSIS108) Suggest improvements to the methods used to investigate a question or solve a problem.	Science Bar: Melting moments Students investigate how we can change a way that a solid melts. Students select from a range of different solids and generate ideas for testing. Students generate questions, recognise, predict and explain their thinking. This program is facilitated by a Learning Officer, however the investigation is directed by the students. Science Bar: Mix Master: Students predict and recognise what happens when a variety of household products are mixed together. Consider if a chemical change has occurred by looking at the evidence. This program is facilitated by a Learning Officer, however the investigation is directed by the students.
	Earth and space sciences (ACSSU096) Sudden geological changes or extreme weather conditions can affect Earth's surface.		Science on a Sphere: Students can select a number of presentations on our 1.8m sphere, showing information collected from satellites or ground based instruments. These include: Clouds real-time or Precipitation real-time projected onto



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	our Earth; Earthquakes over a period of time; Japan earthquake and tsunami 2011; Volcano locations, Hurricane tracks; Drought risk, Plate movement – 200 million years ago to today and more. There are over 40 presentations (datasets) on the free-choice kiosk and a Learning Officer can access over 500 datasets via an iPad.
Physical sciences (ACSSU097) Electrical circuits provide a means of transferring and transforming electricity. Physical sciences (ACSSU218) Energy from a variety of sources can be used to generate electricity.	Circuits: Students <i>create</i> simple circuits using conductive wires and <i>explore</i> switches, electrical energy transforming into light energy (bulbs) or movement energy (hand dryer fans), and <i>decide</i> how light sensors can complete a circuit and trigger an alarm.
generate electricity.	Energy from the sun/wind circuits: Students connect circuits to solar cells and wind turbines and use these alternative sources of energy to generate electricity and make a light glow or disc spin.
	Science Bar: Snap, crackle, watt? Students predict, select and recognise which materials, when rubbed together, will generate static electricity. Students then investigate how static electricity can be used to make something move. This program is facilitated by a Learning Officer.
Biological sciences (ACSSU094) The growth and survival of living things are affected by physical conditions of their environment.	Science on a Sphere: Students can select a number of presentations on our 1.8m sphere, showing information collected from satellites or ground based instruments. These include: Sea Surface Currents and Temperature, Great White Shark and Loggerhead Sea Turtle Migrations, Species Richness – Mammals Threatened, Species Richness – Birds Threatened.

Technologies – Design and Technologies







	Knowledge and Understanding	Design and Technologies Processes and Production Skills	Sample of linked <i>SparkLab</i> exhibits and programs
Year 5 - 6	Examine how people in design and technologies occupations address competing considerations. (ACTDEK019)* Investigate how electrical energy can control movement, sound or light in a design. (ACTDEK020) Investigate characteristics and properties of a range of materials, components and equipment and evaluate the impact of their use. (ACTDEK023)	Select appropriate materials, components, equipment and techniques and apply safe procedures to make designed solutions. (ACTDEP026)	Maker Space: Use everyday materials to design and construct solution to the Maker Space challenge – Take a seat. Design and construct a prototype mini chair. Be inspired by different examples of chairs in the stimulus material and consider the different parts of a chair. Decide on who might use this chair, how they might use it and what they might need. Explore the properties of different materials as you select materials for your design. Consider how the properties of the materials and the shapes and structures you make, will make your chair strong and stable. Test your design using toys or manikins. Modify your initial design ideas to make your design as effective as possible and to meet your user's needs. Circuits: Students create simple and extended challenge circuits and explore electrical energy transferring into light energy (bulbs) or movement energy (hand dryer fans) and decide how light sensors can complete a circuit and sound an alarm. Gravity run: Students work together to create a long ball run out of tubes, wheels, corner pipes, swinging bells and balls. Investigate how to make a faster or longer gravity run and explore energy transfer and transformation.





Mathematics

	Number and Algebra	Measurement and Geometry	Sample of linked <i>SparkLab</i> exhibits and programs
Year 5	Fractions and decimals Investigate strategies to solve problems involving addition and subtraction of fractions. (ACMNA103)*	Shape Connect 3D objects with their nets and other 2D representations. (ACMMG111)* Location and transformation Describe translations, reflections and rotations of 2D shapes. Identify line and rotational symmetries. (ACMMG114)* Geometric reasoning Estimate, measure and compare angles using degrees. (ACMMG112)*	Shape maker: Students use 2D shapes to construct 3D objects. 3D shapes can be combined into larger objects and students can describe the shapes, width, length and depth of the object.
Year 6	Fractions and decimals Solve problems involving addition and subtraction of fractions. (ACMNA126)*	Shape Construct simple prisms and pyramids. (ACMMG140) Geometric reasoning Investigate angles on a straight line, angles at a point and vertically opposite angles. (ACMMG141)*	Shape maker: Students <i>use</i> 2D shapes to <i>construct</i> 3D objects. 3D shapes can be combined into larger objects and students can <i>describe</i> the shapes, width, length and depth of the object.

^{*} Indirect link

Cognitive verbs are italicised.





