

CURRICULUM MAPPING

LEVEL 3 & 4 VICTORIAN CURRICULUM



CURRICULUM AREA	STRAND OR ELEMENT	LESSON NUMBER																			
		WEEK 1				WEEK 2				WEEK 3				WEEK 4				WEEK 5			
		A1	A2	A3	A4	A1	A2	A3	A4	A1	A2	A3	A4	A1	A2	A3	A4	A1	A2	A3	A4
HEALTH AND PHYSICAL EDUCATION	PERSONAL, SOCIAL AND COMMUNITY HEALTH																				
	MOVEMENT AND PHYSICAL ACTIVITY.																				
PERSONAL AND SOCIAL CAPABILITY	SELF AWARENESS AND MANAGEMENT																				
	SOCIAL AWARENESS AND MANAGEMENT																				

CURRICULUM MAPPING

LEVEL 3 & 4 VICTORIAN CURRICULUM



CURRICULUM AREA	STRAND OR ELEMENT	LESSON NUMBER																			
		WEEK 6				WEEK 7				WEEK 8				WEEK 9				WEEK 10			
		A1	A2	A3	A4	A1	A2	A3	A4	A1	A2	A3	A4	A1	A2	A3	A4	A1	A2	A3	A4
HEALTH AND PHYSICAL EDUCATION	PERSONAL, SOCIAL AND COMMUNITY HEALTH	<div>✓</div>	<div>✓</div>		<div>✓</div>	<div>✓</div>	<div>✓</div>	<div>✓</div>	<div>✓</div>	<div>✓</div>		<div>✓</div>	<div>✓</div>	<div>✓</div>	<div>✓</div>	<div>✓</div>	<div>✓</div>	<div>✓</div>	<div>✓</div>		<div>✓</div>
	MOVEMENT AND PHYSICAL ACTIVITY.			<div>✓</div>	<div>✓</div>		<div>✓</div>				<div>✓</div>		<div>✓</div>		<div>✓</div>	<div>✓</div>			<div>✓</div>		
PERSONAL AND SOCIAL CAPABILITY	SELF AWARENESS AND MANAGEMENT	<div>✓</div>	<div>✓</div>	<div>✓</div>	<div>✓</div>	<div>✓</div>	<div>✓</div>	<div>✓</div>	<div>✓</div>	<div>✓</div>	<div>✓</div>	<div>✓</div>	<div>✓</div>	<div>✓</div>	<div>✓</div>	<div>✓</div>	<div>✓</div>	<div>✓</div>	<div>✓</div>	<div>✓</div>	<div>✓</div>
	SOCIAL AWARENESS AND MANAGEMENT	<div>✓</div>			<div>✓</div>	<div>✓</div>		<div>✓</div>	<div>✓</div>	<div>✓</div>	<div>✓</div>		<div>✓</div>	<div>✓</div>		<div>✓</div>	<div>✓</div>	<div>✓</div>			<div>✓</div>

CURRICULUM MAPPING

LEVEL 3 & 4 VICTORIAN CURRICULUM



CURRICULUM AREA	STRAND OR ELEMENT	LESSON NUMBER																			
		WEEK 11				WEEK 12				WEEK 13				WEEK 14				WEEK 15			
		A1	A2	A3	A4	A1	A2	A3	A4	A1	A2	A3	A4	A1	A2	A3	A4	A1	A2	A3	A4
HEALTH AND PHYSICAL EDUCATION	PERSONAL, SOCIAL AND COMMUNITY HEALTH	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
	MOVEMENT AND PHYSICAL ACTIVITY.			✓				✓				✓		✓		✓	✓			✓	✓
PERSONAL AND SOCIAL CAPABILITY	SELF AWARENESS AND MANAGEMENT	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
	SOCIAL AWARENESS AND MANAGEMENT	✓		✓	✓	✓		✓	✓	✓		✓	✓	✓		✓	✓	✓		✓	✓

CURRICULUM MAPPING

LEVEL 3 & 4 VICTORIAN CURRICULUM



CURRICULUM AREA	STRAND OR ELEMENT	LESSON NUMBER																			
		WEEK 16				WEEK 17				WEEK 18				WEEK 19				WEEK 20			
		A1	A2	A3	A4	A1	A2	A3	A4	A1	A2	A3	A4	A1	A2	A3	A4	A1	A2	A3	A4
HEALTH AND PHYSICAL EDUCATION	PERSONAL, SOCIAL AND COMMUNITY HEALTH																				
	MOVEMENT AND PHYSICAL ACTIVITY.																				
PERSONAL AND SOCIAL CAPABILITY	SELF AWARENESS AND MANAGEMENT																				
	SOCIAL AWARENESS AND MANAGEMENT																				

UNIT OUTLINE

20 WEEKS OF ACTIVITIES





the school of
PLAY
CURRICULUM
PLANNER
GRADE THREE & FOUR

WEEKS	PLAY	WRITTEN	EXERCISE & MOVEMENT	GRATITUDE & GIVING
1	BIG BODY SNAP	MY STRENGTHS AND CHALLENGES	MAGICAL 21	GRATITUDE LOCK UP
2	ANIMAL PAIRING	5 SENSES OF GRATITUDE	AC/DC - TNT	ESCAPE ROOM - THE LABORATORY
3	FITNESS FRIENDS EVERYWHERE	POSITIVE SELF-TALK	LARGE GROUP POKER	CONNECT FOUR REFLECTION
4	CARD GOLF	EMPATHY IN ACTION	FULL DECK FLIP	ESCAPE ROOM - POSITIVITY QUEST
5	BAM BAM BAM	GOAL SETTING FOR SUCCESS	DUCK DUCK DICE	DICE BINGO POSITIVE REFLECTION





the school of
PLAY
CURRICULUM
PLANNER
GRADE THREE & FOUR

WEEKS	PLAY	WRITTEN	EXERCISE & MOVEMENT	GRATITUDE & GIVING
6	SEVEN ELEVEN	MINDFUL MOMENTS	DANCE MONKEY BY TONES & I	ESCAPE ROOM - THE FOUR ELEMENTS
7	GOTCHA	HAPPY LETTER IN THE POST	RUNNING DICE	DICE ACCUMULATOR
8	LUMPS	THE POWER OF A SMILE	MOBY - FLOWER WORKOUT	RESILIENCE RALLY
9	HEAD BUTT TAG	WHAT MAKES ME FEEL GOOD?	HEADS, SHOULDERS, KNEE CONE	ESCAPE ROOM - THE MAGIC WORD
10	LOOK UP AND DOWN	MY DREAM TEAM	CHUMBAWAMBA - TUB THUMPER	EMPATHY RELAY





the school of
PLAY
CURRICULUM
PLANNER
GRADE THREE & FOUR

WEEKS	PLAY	WRITTEN	EXERCISE & MOVEMENT	GRATITUDE & GIVING
11	B'GAWK	MY GRATITUDE LIST	THREE DICE STEP UP	FAMILY FEUD
12	MINGLE MINGLE MINGLE	GOAL MAPPING	ROLLING WITH LUCK	PUZZLE GRATITUDE
13	CIRCLE SWAP	ACTS OF KINDNESS TRACKER	DICE WE GO	KINDNESS MEMORY MATCH
14	KNOCK KNOCK	THREE THINGS I LOVE ABOUT ME	DICE RISK	GRATITUDE MAZE
15	THE COIN YEAR	PROUD STAR WALL	DICE GOLF	MASTERMIND GRATITUDE





the school of
PLAY
CURRICULUM
PLANNER
GRADE THREE & FOUR

WEEKS	PLAY	WRITTEN	EXERCISE & MOVEMENT	GRATITUDE & GIVING
16	FINGERS IN THE MIDDLE	ONE WISH FOR THE WORLD	DICE BINGO	JENGA REFLECTION GAME
17	NUMERACY BATTLE	WHAT MAKES ME BRAVE?	KEEP ON ROLLING	WHEEL OF FORTUNE WELLNESS
18	DRAWING ANIMALS ON YOUR HEAD	FRIENDSHIP RECIPE	DOUBLE DICE MOVEMENT	THIS OR THAT GRATITUDE
19	GRATITUDE COUNTING	MY PERFECT DAY	THE MAGIC NUMBER	SELF-LOVE AND APPRECIATION SNAP
20	LEGS ELEVEN	HAPPINESS JAR IDEAS	SKUNK DICE CHALLENGE	EMPATHY GO FISH



CURRICULUM MAPPING

LEVEL 3 & 4 VICTORIAN CURRICULUM




LESSON #	WEEK ONE	WEEK TWO	WEEK THREE
LEARNING INTENTION	<p>Learning Intentions:</p> <ol style="list-style-type: none">Improving Coordination and Focus: Students will enhance their physical coordination, reflexes, and reaction times through movement-based activities that require focused attention and quick responses.Practising Self-Reflection and Gratitude: By engaging in reflective exercises, students will deepen their understanding of their personal strengths, challenges, and the things they are grateful for, fostering emotional awareness and self-growth.Building Empathy and Connection Through Teamwork: Through group-based and paired activities, students will practice empathy, effective communication, and collaboration, contributing to a supportive community atmosphere.	<p>Learning Intentions:</p> <ol style="list-style-type: none">Improving Non-Verbal Communication: Students will practice communicating through body language and actions, learning to connect with others in creative and playful ways.Building Empathy and Teamwork: By engaging in group activities, students will enhance their ability to work together, show empathy, and support one another.Reflecting on Gratitude and Sensory Experiences: Students will connect with their senses to reflect on the positive things they are grateful for, fostering self-awareness and appreciation for the world around them.Strengthening Physical and Mental Endurance: Through engaging physical activities, students will develop coordination, strength, and resilience, while also improving their ability to stay focused and energised.	<p>Learning Intentions:</p> <ol style="list-style-type: none">Building Social Connections and Teamwork: Students will engage in physical activities designed to promote social interactions and strengthen connections with peers through teamwork and fun challenges.Improving Physical Fitness and Coordination: Through high-energy exercises like squats, push-ups, and sit-ups, students will enhance their physical fitness while learning how to work together and stay active.Practising Positive Self-Talk and Reflection: Students will reflect on their strengths and challenges and practice positive self-talk to build confidence, self-esteem, and resilience.Developing Empathy and Active Listening Skills: By engaging in reflective games like "Connect Four Reflection," students will practice empathy and learn to listen actively while sharing their thoughts and feelings with others.
SUCCESS CRITERIA	<p>Success Criteria:</p> <ol style="list-style-type: none">Engagement and Coordination: Students demonstrate improved coordination and focus during the "Big Body Snap" game, effectively reacting to changing commands and positions while engaging with their peers.Thoughtful Reflection: Students complete reflective tasks, such as identifying their strengths and challenges, and actively participate in conversations, fostering a growth mindset.Empathy and Team Collaboration: During the "Gratitude Lock-Up" activity, students share and reflect on positive moments, building empathy and understanding through connection and teamwork.	<p>Success Criteria:</p> <ol style="list-style-type: none">Effective Non-Verbal Communication: Students use animal sounds or actions effectively in the "Animal Pairing" game, practising non-verbal communication to find their match.Creative Expression of Gratitude: Students express gratitude creatively by reflecting on and drawing sensory experiences in the "5 Senses of Gratitude" activity, demonstrating creativity and self-awareness.Engagement in Physical Activities: Students complete exercises like lunges, planks, and squats in the "AC/DC - TNT" workout, demonstrating good form, timing, and enthusiasm.Empathy and Positive Reflection: In the "Escape Room - The Laboratory," students practice gratitude, empathy, and teamwork, actively contributing to the group's success and reflecting on their personal growth.	<p>Success Criteria:</p> <ol style="list-style-type: none">Effective Name Recall and Social Interaction: Students successfully introduce themselves and remember new classmates' names, engaging in fun and energetic exercises to form connections.Active Participation and Physical Engagement: Students demonstrate enthusiasm and coordination during fitness challenges, remaining engaged throughout the activities.Thoughtful and Positive Self-Reflection: Students reflect on their strengths and challenges, articulating how positive self-talk can boost their confidence and motivation.Empathetic Communication and Reflection: Students actively listen to and empathise with their peers while sharing reflections in the "Connect Four Reflection" activity, contributing to a positive group dynamic.
ACTIVITIES	<p>Activity 1: Big Body Snap</p> <p>Activity 2: My Strengths and Challenges</p> <p>Activity 3: Magical 21</p> <p>Activity 4: Gratitude Lock-Up</p>	<p>Activity 1: Animal Pairing</p> <p>Activity 2: 5 Senses of Gratitude</p> <p>Activity 3: AC/DC - TNT Workout</p> <p>Activity 4: Escape Room - The Laboratory</p>	<p>Activity 1: Fitness Friends Everywhere</p> <p>Activity 2: Positive Self-Talk</p> <p>Activity 3: Large Group Poker</p> <p>Activity 4: Connect Four Reflection</p>
VIC. CURRICULUM	<p><u>Week one curriculum mapping here</u></p>	<p><u>Week two curriculum mapping here</u></p>	<p><u>Week three curriculum mapping here</u></p>

CURRICULUM MAPPING

LEVEL 3 & 4 VICTORIAN CURRICULUM



LESSON #	WEEK FOUR	WEEK FIVE	WEEK SIX
LEARNING INTENTION	<p>Learning Intentions:</p> <ol style="list-style-type: none">Develop Critical Thinking and Prediction Skills: Students practised making predictions based on probabilities, utilising their knowledge of card values to enhance their problem-solving abilities.Promote Physical Fitness and Movement: The activities encouraged physical activity, helping students improve coordination and fitness levels while incorporating exercise into fun games.Foster Teamwork and Collaboration: Students worked together in teams, developing communication and collaboration skills to achieve common goals, both in mental and physical tasks.Encourage Empathy, Kindness, and Resilience: Through various reflective and group activities, students practised empathy, kindness, and perseverance, building a supportive and positive environment.	<p>Learning Intentions:</p> <ol style="list-style-type: none">Develop Prediction and Estimation Skills: Students practised making educated guesses based on observation and interaction, improving their ability to predict outcomes in various contexts.Promote Physical Fitness and Coordination: Through high-energy games and fitness challenges, students enhanced their physical fitness while engaging in friendly competition.Foster Positive Competition and Sportsmanship: Students learned to engage in healthy competition, celebrating achievements and handling setbacks respectfully.Encourage Goal Setting and Self-Reflection: Students set clear, achievable goals and reflected on potential obstacles, learning how to manage challenges and work toward success.	<p>Learning Intentions:</p> <ol style="list-style-type: none">Develop Quick Thinking and Coordination: Students practised making fast decisions and synchronised actions through games like "Seven Eleven" and "Duck Duck Dice."Promote Mindfulness and Reflection: Activities such as "Mindful Moments" encouraged students to reflect on present experiences and develop a deeper appreciation for the current moment.Enhance Communication and Teamwork: Through games like "Seven Eleven" and "Escape Room - The Four Elements," students improved their ability to communicate non-verbally, collaborate effectively, and reflect on the collective contributions of their teams.Foster Friendly Competition and Resilience: Activities like "Seven Eleven" and "Dance Monkey by Tones & I" introduced friendly competition, while "Escape Room - The Four Elements" emphasized resilience and adaptability in the face of challenges.
SUCCESS CRITERIA	<p>Success Criteria:</p> <ol style="list-style-type: none">Engagement in Physical and Mental Challenges: Students actively participated in both the mental predictions and the physical exercises required by the games, maintaining energy and focus throughout.Teamwork and Communication: Successful collaboration was evident as students worked together to solve challenges, share reflections, and support each other through physical and mental tasks.Effective Reflection and Empathy Practice: Students demonstrated thoughtful reflection on empathy, resilience, and personal strengths, contributing to the group's success by fostering positive attitudes and support.	<p>Success Criteria:</p> <ol style="list-style-type: none">Active Participation and Engagement: Students were active participants in all activities, from guessing the total number of fingers in "Bam Bam Bam" to engaging in the fitness challenges of "Duck Duck Dice."Effective Communication and Collaboration: Students demonstrated teamwork in games like "Goal Setting for Success" and "Dice Bingo," sharing reflections and working together to achieve goals.Reflection and Self-Awareness: Through "Empathy in Action" and "Dice Bingo Positive Reflection," students reflected on personal growth, expressed gratitude, and actively listened to their peers, enhancing their emotional intelligence and empathy.	<p>Success Criteria:</p> <ol style="list-style-type: none">Active Participation and Engagement: Students remained involved in the activities, whether through quick decision-making, physical challenges, or self-reflection.Effective Teamwork and Communication: Students engaged in both verbal and non-verbal communication, collaborating with peers to achieve shared goals.Reflection and Self-Awareness: Students reflected on personal strengths, mindfulness practices, and how to approach challenges with resilience.Emotional Growth and Empathy: Through "Mindful Moments" and "Escape Room," students developed a greater sense of empathy, understanding how their actions can impact both themselves and others.
ACTIVITIES	<p>Activity 1: Card Golf</p> <p>Activity 2: Empathy in Action</p> <p>Activity 3: Full Deck Flip</p> <p>Activity 4: Escape Room - Positivity Quest</p>	<p>Activity 1: Bam Bam Bam</p> <p>Activity 2: Goal Setting for Success</p> <p>Activity 3: Duck Duck Dice</p> <p>Activity 4: Dice Bingo Positive Reflection</p>	<p>Activity 1: Seven Eleven</p> <p>Activity 2: Mindful Moments</p> <p>Activity 3: Dance Monkey by Tones & I</p> <p>Activity 4: Escape Room - The Four Elements</p>
VIC. CURRICULUM	<p><u>Week four curriculum mapping here</u></p>	<p><u>Week five curriculum mapping here</u></p>	<p><u>Week six curriculum mapping here</u></p>


CURRICULUM MAPPING LEVEL 3 & 4 VICTORIAN CURRICULUM			
			
LESSON #	WEEK SEVEN	WEEK EIGHT	WEEK NINE
LEARNING INTENTION	<p>Learning Intentions:</p> <ol style="list-style-type: none">Quick Reflexes & Focus: <i>Gotcha</i> helped students develop quick reactions and hand-eye coordination while enhancing focus and concentration. This fast-paced game required students to stay alert and react promptly to avoid being “caught.”Gratitude Expression & Empathy: <i>Happy Letter in the Post</i> encouraged students to reflect on their gratitude and express appreciation to someone who had a positive impact on their lives. It promoted empathy and emotional well-being through thoughtful written communication.Teamwork & Creativity: <i>Dice Accumulator</i> emphasised the importance of teamwork and communication while engaging in creative and reflective challenges. The game allowed students to work together to complete challenges, fostering cooperation and empathy.	<p>Learning Intentions:</p> <ol style="list-style-type: none">Develop Teamwork and Collaboration: Activities like <i>Lumps</i> and <i>Resilience Rally</i> encouraged students to work together to solve challenges, share personal stories, and support one another.Enhance Physical Activity and Movement: Through games like <i>Lumps</i> and the <i>Moby–Flower Workout</i>, students practised physical movements while developing strength, coordination, and agility.Encourage Emotional Awareness and Resilience: <i>The Power of a Smile</i> and <i>Resilience Rally</i> encouraged students to reflect on how simple actions like smiling or sharing resilience stories can positively impact themselves and others.Build Coordination, Agility, and Quick Thinking: The physical challenges in <i>Lumps</i> and <i>Moby–Flower Workout</i> helped students develop their coordination and quick thinking while staying active and engaged.	<p>Learning Intentions:</p> <ol style="list-style-type: none">Enhance Agility and Coordination: Through <i>Head Butt Tag</i>, students practised quick reactions and coordination while also engaging in safe and active play.Promote Teamwork and Collaboration: Games like <i>Head Butt Tag</i> and <i>The Magic Word</i> emphasised the importance of teamwork, as students worked together to achieve a common goal, whether by switching teams or solving puzzles.Encourage Safe Movement and Play: <i>Head Butt Tag</i> reinforced the need for safe movement while playing active games, ensuring that all students can participate energetically without risking injury.Foster Emotional Awareness and Self-Care: Activities like <i>What Makes Me Feel Good?</i> and <i>The Power of a Smile</i> encouraged students to reflect on activities that improve their emotional well-being and understand how simple actions like smiling can impact others.
SUCCESS CRITERIA	<p>Success Criteria:</p> <ol style="list-style-type: none">Quick Reactions & Engagement: In <i>Gotcha</i>, students actively participated by focusing on quick, accurate reactions and working together in friendly competition.Gratitude & Reflection: In <i>Happy Letter in the Post</i>, students reflected on personal gratitude and expressed their appreciation through a meaningful letter. They also considered the impact of their words on others.Collaboration & Creativity: In <i>Dice Accumulator</i>, students collaborated to complete challenges, engaged creatively in their tasks, and reflected meaningfully on their experiences.	<p>Success Criteria:</p> <ol style="list-style-type: none">Active Participation and Engagement: Students participated enthusiastically in all activities, showing energy and focus, especially during <i>Lumps</i> and the <i>Moby–Flower Workout</i>.Teamwork and Collaboration: Students worked together in both physical and emotional activities, whether in group formations during <i>Lumps</i> or supporting one another in <i>Resilience Rally</i>.Empathy and Reflection: Activities like <i>The Power of a Smile</i> and <i>Resilience Rally</i> allowed students to reflect on their own experiences and think about how their actions affect others.Physical and Mental Agility: In games like <i>Lumps</i> and <i>Moby–Flower Workout</i>, students demonstrated both mental agility (quick decision-making) and physical coordination (strength and endurance).	<p>Success Criteria:</p> <ol style="list-style-type: none">Active Participation and Safe Movement: Students participated enthusiastically in games like <i>Head Butt Tag</i> while demonstrating agility and respect for personal space and safety.Quick Thinking and Adaptability: Students adapted quickly to the changing dynamics of <i>Head Butt Tag</i>, switching teams and reacting to the fast-paced nature of the game.Teamwork and Collaboration: Both <i>Head Butt Tag</i> and <i>The Magic Word</i> highlighted teamwork, with students working together to achieve a common goal while encouraging one another.Emotional Reflection and Self-Awareness: <i>What Makes Me Feel Good?</i> helped students identify positive habits, while <i>The Power of a Smile</i> encouraged students to reflect on how their actions affect others' well-being.
ACTIVITIES	<p>Activity 1: Gotcha</p> <p>Activity 2: Happy Letter in the Post</p> <p>Activity 3: Running Dice</p> <p>Activity 4: Dice Accumulator</p>	<p>Activity 1: Lumps</p> <p>Activity 2: The Power of a Smile</p> <p>Activity 3: Moby – Flower Workout</p> <p>Activity 4: Resilience Rally</p>	<p>Activity 1: Head Butt Tag</p> <p>Activity 2: What Makes Me Feel Good?</p> <p>Activity 3: Heads, Shoulders, Knee Cone</p> <p>Activity 4: The Magic Word (Escape Room)</p>
VIC. CURRICULUM	<p><u>Week seven curriculum mapping here</u></p>	<p><u>Week eight curriculum mapping here</u></p>	<p><u>Week nine curriculum mapping here</u></p>

CURRICULUM MAPPING

LEVEL 3 & 4 VICTORIAN CURRICULUM



LESSON #	WEEK TEN	WEEK ELEVEN	WEEK TWELVE
LEARNING INTENTION	<p>Learning Intentions:</p> <ol style="list-style-type: none">Enhance Social Connections: Through games like <i>Look Up and Down</i> and <i>My Dream Team</i>, students practised eye contact, collaboration, and communication, fostering stronger social relationships.Promote Physical Activity and Engagement: <i>Look Up and Down</i> and <i>Chumbawamba–Tubthumper</i> offered students a chance to stay active through fun fitness challenges that promoted cardiovascular endurance, strength, and coordination.Encourage Teamwork and Cooperation: Many activities, like <i>Empathy Relay</i> and <i>My Dream Team</i>, focused on teamwork, encouraging students to collaborate and appreciate the unique qualities others bring to a team.Foster Empathy and Emotional Awareness: Activities like <i>Empathy Relay</i> and <i>What Makes Me Feel Good?</i> helped students recognise and express their emotions while developing an understanding of how to respond empathetically to others.	<p>Learning Intentions:</p> <ol style="list-style-type: none">Engage in Physical Activity and Improve Fitness: <i>B’Gawk</i> and <i>Three Dice Step Up</i> encouraged students to stay active while improving their cardiovascular endurance, strength, and coordination through fun, fast-paced exercises.Develop Quick Thinking and Agility: <i>B’Gawk</i> and <i>Three Dice Step Up</i> also promoted quick reflexes, helping students stay alert, make quick decisions, and enhance their motor skills.Promote Teamwork and Social Connection: Activities like <i>Gratitude & Kindness Family Fraud</i> and <i>My Gratitude List</i> encouraged students to reflect on gratitude and kindness while fostering positive group dynamics.Build Emotional Awareness and Practice Gratitude: <i>My Gratitude List</i> and <i>Gratitude & Kindness Family Fraud</i> provided students with the opportunity to reflect on their own gratitude and recognise the importance of kindness in their daily interactions.	<p>Learning Intentions:</p> <ol style="list-style-type: none">Foster Social Interaction and Teamwork: Activities like <i>Mingle Mingle Mingle</i> and <i>Gratitude & Giving</i> focused on building connections, helping students practice engaging with peers and working together in a supportive group environment.Encourage Reflection and Personal Growth: <i>Goal Mapping</i> and <i>Gratitude & Giving</i> provided students with the tools to reflect on their goals, aspirations, and the positive aspects of their lives, fostering gratitude, empathy, and emotional growth.Promote Physical Fitness: <i>Rolling with Luck</i> and <i>Gratitude & Giving</i> incorporated physical challenges to keep students moving, combining fun, competition, and exercise in a way that promoted cardiovascular health and strength.
SUCCESS CRITERIA	<p>Success Criteria:</p> <ol style="list-style-type: none">Active Participation and Engagement: Students demonstrated enthusiasm and involvement, actively engaging in both physical activities and reflective tasks like <i>Look Up and Down</i> and <i>What Makes Me Feel Good?</i>Teamwork and Communication: Through both physical games and reflective writing, students collaborated effectively, sharing ideas, helping each other, and fostering positive social interaction.Empathy and Emotional Expression: In <i>Empathy Relay</i>, students learned to recognise emotions in others and express empathy, while in <i>My Dream Team</i>, they reflected on how their own contributions could strengthen a team.Reflection on Personal Well-Being: In <i>What Makes Me Feel Good?</i>, students reflected on activities that promote their well-being and considered how to incorporate them into their routines.	<p>Success Criteria:</p> <ol style="list-style-type: none">Active Participation: Students were engaged in both physical and reflective activities, staying focused on exercises and showing enthusiasm for team-based tasks.Teamwork and Cooperation: Activities like <i>B’Gawk</i> and <i>Gratitude & Kindness Family Fraud</i> required collaboration, communication, and supportive interaction within teams.Physical Fitness: Students demonstrated their ability to complete physical exercises, such as squats and plank jacks in <i>B’Gawk</i>, and rolled dice for various fitness challenges in <i>Three Dice Step Up</i>.Gratitude and Reflection: Students reflected on the importance of gratitude in <i>My Gratitude List</i>, identifying specific things they are thankful for and understanding the impact of gratitude on emotional well-being.	<p>Success Criteria:</p> <ol style="list-style-type: none">Active Participation: Students actively participated in group activities, whether in social mingling games or physical challenges, maintaining engagement throughout.Teamwork and Communication: Whether in <i>Mingle Mingle Mingle</i> or <i>Gratitude & Giving</i>, students demonstrated effective communication, cooperation, and support for one another during the activities.Goal Setting and Self-Reflection: In <i>Goal Mapping</i>, students set specific goals and created actionable steps to achieve them, reflecting on how accomplishing these goals would make them feel.Physical Engagement: In games like <i>Rolling with Luck</i>, students demonstrated good sportsmanship and physical fitness, completing various exercises as part of the game while staying engaged.Gratitude and Empathy: <i>Gratitude & Giving</i> provided opportunities for students to reflect on gratitude, share positive experiences, and collaborate as teams to express appreciation for themselves and others.
ACTIVITIES	<p>Activity 1: Look Up and Down</p> <p>Activity 2: My Dream Team</p> <p>Activity 3: Chumbawamba – Tubthumper Workout</p> <p>Activity 4: Empathy Relay</p>	<p>Activity 1: B’Gawk</p> <p>Activity 2: My Gratitude List</p> <p>Activity 3: Three Dice Step Up</p> <p>Activity 4: Gratitude & Kindness Family Fraud</p>	<p>Activity 1: Mingle Mingle Mingle</p> <p>Activity 2: Goal Mapping</p> <p>Activity 3: Rolling with Luck</p> <p>Activity 4: Gratitude & Giving Puzzle</p>
VIC. CURRICULUM	<p><u>Week ten curriculum mapping here</u></p>	<p><u>Week eleven curriculum mapping here</u></p>	<p><u>Week twelve curriculum mapping here</u></p>

CURRICULUM MAPPING LEVEL 3 & 4 VICTORIAN CURRICULUM			
			
LESSON #	WEEK THIRTEEN	WEEK FOURTEEN	WEEK FIFTEEN
LEARNING INTENTION	<p>Learning Intentions:</p> <ol style="list-style-type: none">Promote Social Interaction and Engagement: <i>Circle Swap</i> encouraged students to engage with their peers, share personal facts, and practice using names while staying active. The game emphasised the importance of building connections in a fun, low-pressure environment.Encourage Reflection on Kindness: <i>Acts of Kindness Tracker</i> and <i>Kindness Memory Match</i> provided students with opportunities to reflect on their actions and share meaningful kindness experiences, fostering empathy and positive relationships.Support Physical Fitness and Endurance: <i>Dice We Go</i> challenged students to push their physical limits while following instructions, fostering endurance, resilience, and a competitive spirit in a supportive environment.	<p>Learning Intentions:</p> <ol style="list-style-type: none">Foster Creativity and Social Interaction: <i>Knock Knock</i> was designed to enhance creativity through animal and object sound imitations, promoting social engagement in a fun, energetic environment.Promote Self-Reflection and Self-Appreciation: <i>Three Things I Love About Me</i> encouraged students to reflect on their strengths, boosting self-esteem and promoting positive thinking.Encourage Gratitude and Teamwork: Activities like <i>Gratitude Maze</i> and <i>Gratitude & Giving</i> promoted gratitude reflection and teamwork, combining mental engagement with physical challenges to create a balanced experience.Incorporate Physical Engagement with Strategy: <i>Dice Risk</i> and <i>Dice Gamble</i> combined strategic decision-making with physical fitness, helping students understand risk, work collaboratively, and stay physically engaged.	<p>Learning Intentions:</p> <ol style="list-style-type: none">Non-verbal Communication & Teamwork:<ul style="list-style-type: none"><i>The Coin Year</i> encouraged non-verbal communication through body language and gestures to form a line based on the year of the coins. This fostered teamwork and cooperation, as students had to rely on creative strategies to communicate without speaking.Gratitude & Reflection:<ul style="list-style-type: none"><i>Proud Star Wall</i> and <i>Mastermind Gratitude</i> were designed to help students reflect on personal achievements and express gratitude for the positive aspects of their lives. These activities helped develop self-reflection, empathy, and a supportive classroom environment.Physical Fitness & Friendly Competition:<ul style="list-style-type: none"><i>Dice Golf</i> combined exercise and math by challenging students to make predictions, calculate differences, and engage in physical activities based on their scores, promoting both fitness and friendly competition.
SUCCESS CRITERIA	<p>Success Criteria:</p> <ol style="list-style-type: none">Active Participation and Engagement: Students participated actively in all activities, whether sharing names in <i>Circle Swap</i> or engaging in physical exercises in <i>Dice We Go</i>. The focus was on inclusivity, interaction, and mutual support.Goal-Setting and Reflection: Students reflected on their actions and how they impacted others, particularly through the <i>Acts of Kindness Tracker</i>, and identified ways to incorporate more kindness into their daily routines.Building Social and Empathetic Connections: Through games like <i>Kindness Memory Match</i> and <i>Circle Swap</i>, students learned to engage with one another respectfully, listen actively, and reflect on how they can contribute to a positive, supportive environment.Physical Engagement and Resilience: In <i>Dice We Go</i>, students demonstrated resilience by increasing their physical capacity through repeated exercises and tracking progress, all while maintaining a positive attitude.	<p>Success Criteria:</p> <ol style="list-style-type: none">Active Participation and Teamwork: Students participated actively in all activities, from making creative noises in <i>Knock Knock</i> to completing fitness tasks in <i>Dice Risk</i>. Through games like <i>Gratitude Maze</i>, students demonstrated effective teamwork and collaboration.Self-Reflection and Gratitude: Through <i>Three Things I Love About Me</i>, students identified and reflected on personal strengths and qualities, boosting their self-esteem. In <i>Gratitude Maze</i>, students expressed gratitude for meaningful people and experiences in their lives.Physical Engagement and Resilience: Students engaged in physical activities like squats, burpees, and running in <i>Knock Knock</i> and <i>Dice Risk</i>, demonstrating resilience and effort.Creativity and Problem-Solving: <i>Knock Knock</i> encouraged imaginative expression through animal and object noises, while <i>Gratitude Maze</i> challenged teams to solve problems together while reflecting on gratitude.	<p>Success Criteria:</p> <ol style="list-style-type: none">Active Participation & Non-verbal Communication:<ul style="list-style-type: none">In <i>The Coin Year</i>, students engaged in non-verbal communication and demonstrated teamwork by using gestures and body language to organise themselves into the correct chronological order of coins.In <i>Mastermind Gratitude</i>, students demonstrated collaboration and mindfulness while participating in both the mental (gratitude reflection) and physical (fitness challenges) aspects of the game.Gratitude & Self-reflection:<ul style="list-style-type: none"><i>Proud Star Wall</i> encouraged students to reflect on and express their proud moments, sharing these achievements with the group and celebrating each other's successes.In <i>Mastermind Gratitude</i>, students worked together to solve the gratitude code, reflecting on what they are thankful for and connecting with their peers.Physical Movement & Coordination:<ul style="list-style-type: none"><i>Dice Golf</i> encouraged physical fitness and applied math in an exciting, competitive format. <p><i>The Coin Year</i> required students to quickly and effectively move, communicate, and organise, helping them develop coordination and team collaboration.</p>
ACTIVITIES	<p>Activity 1: Circle Swap</p> <p>Activity 2: Acts of Kindness Tracker</p> <p>Activity 3: Dice We Go</p> <p>Activity 4: Kindness Memory Match</p>	<p>Activity 1: Knock Knock</p> <p>Activity 2: Three Things I Love About Me</p> <p>Activity 3: Dice Risk</p> <p>Activity 4: Gratitude Maze</p>	<p>Activity 1: The Coin Year</p> <p>Activity 2: Proud Star Wall</p> <p>Activity 3: Dice Golf</p> <p>Activity 4: Mastermind Gratitude</p>
VIC. CURRICULUM	<p><u>Week thirteen curriculum mapping here</u></p>	<p><u>Week fourteen curriculum mapping here</u></p>	<p><u>Week fifteen curriculum mapping here</u></p>

CURRICULUM MAPPING

LEVEL 3 & 4 VICTORIAN CURRICULUM



LESSON #	WEEK SIXTEEN	WEEK SEVENTEEN	WEEK EIGHTEEN
LEARNING INTENTION	<p>Learning Intentions:</p> <p>1.Social Interaction and Teamwork:</p> <ul style="list-style-type: none">◦ <i>Fingers in the Middle</i> and <i>Dice Bingo</i> allowed students to interact with each other, fostering teamwork, competition, and friendly conversations.◦ These games helped students practice asking questions, answering truthfully, and working together to achieve goals. <p>2. Empathy and Global Thinking:</p> <ul style="list-style-type: none">◦ <i>One Wish for the World</i> encouraged students to think about their impact on others and how small actions can bring about global change.◦ It helped students reflect on their values and how they can contribute to a better world. <p>3.Reflection and Gratitude:</p> <ul style="list-style-type: none">◦ <i>Jenga Reflection Game</i> provided a creative way for students to reflect on gratitude, kindness, and their accomplishments in a fun, interactive environment.◦ Students explored their personal gratitude while building connections and practising empathy. <p>4. Math and Physical Engagement:</p> <p><i>Dice Bingo</i> integrated mental math with physical exercises, allowing students to stay active while also practising addition and working towards a goal.</p>	<p>Learning Intentions:</p> <p>1.Numeracy and Physical Engagement:</p> <ul style="list-style-type: none">◦ <i>Numeracy Battle</i> combined numeracy problem-solving with physical activity, helping students develop quick thinking and enhance their math skills while staying physically engaged. <p>2. Self-Reflection and Personal Growth:</p> <ul style="list-style-type: none">◦ <i>What Makes Me Brave?</i> encouraged students to reflect on their experiences of bravery, helping them recognise their own resilience and how bravery contributes to their personal growth. <p>3.Teamwork and Cooperation:</p> <ul style="list-style-type: none">◦ <i>Keep on Rolling</i> required teamwork, communication, and quick decision-making, fostering a collaborative environment that reinforced the importance of supporting one another. <p>4.Mindfulness, Gratitude, and Empathy:</p> <p><i>Wheel of Fortune Wellness</i> focused on blending physical exercises with mindfulness tasks, where students practised gratitude, empathy, and self-love while enhancing their physical fitness.</p>	<p>Learning Intentions:</p> <p>1.Creativity and Humor:</p> <ul style="list-style-type: none">◦ <i>Drawing Animals on Your Head</i> allowed participants to engage in a creative activity, fostering a relaxed, fun environment where laughter and creativity thrived. <p>2. Self-Reflection on Friendship:</p> <ul style="list-style-type: none">◦ <i>Friendship Recipe</i> encouraged students to reflect on the qualities that make a good friend and how they can apply these in their daily lives to strengthen friendships. <p>3. Physical Fitness and Strategic Thinking:</p> <ul style="list-style-type: none">◦ <i>Double Dice Movement</i> combined physical exercise with strategy and teamwork, providing a competitive yet fun environment where participants worked together to achieve fitness goals. <p>4. Gratitude and Mindfulness:</p> <p><i>This or That Gratitude</i> helped participants reflect on their gratitude by choosing between two options and discussing their choices, fostering mindfulness and connection in a group setting.</p>
SUCCESS CRITERIA	<p>Success Criteria:</p> <p>1.Engagement and Participation:</p> <ul style="list-style-type: none">◦ Students were encouraged to ask meaningful questions and actively participate in each game, promoting openness and honesty.◦ In <i>Fingers in the Middle</i>, students actively participated in asking and answering questions. In <i>Dice Bingo</i>, they demonstrated quick math and physical engagement. <p>2. Self-Reflection and Empathy:</p> <ul style="list-style-type: none">◦ Students reflected on their personal strengths and the impact of small actions in the <i>One Wish for the World</i> activity, developing empathy and a sense of community.◦ In <i>Jenga Reflection Game</i>, students shared their gratitude and positive experiences, practising active listening and empathy. <p>3. Teamwork and Collaboration:</p> <ul style="list-style-type: none">◦ In <i>Dice Bingo</i>, students worked as teams to complete the bingo card while staying engaged and participating in the exercises. <p><i>Jenga Reflection Game</i> encouraged collaboration by providing an opportunity for students to share reflections in a supportive and reflective setting.</p>	<p>Success Criteria:</p> <p>1. Numeracy and Mental Agility:</p> <ul style="list-style-type: none">◦ In <i>Numeracy Battle</i>, students demonstrated quick thinking by solving numeracy problems correctly and rapidly moving to the correct side of the room based on their answers. <p>2. Bravery and Resilience:</p> <ul style="list-style-type: none">◦ <i>What Makes Me Brave?</i> helped students identify moments of bravery, reflect on their feelings, and explore how acts of bravery lead to personal growth. It encouraged empathy as they considered how to support others in being brave. <p>3. Teamwork and Support:</p> <ul style="list-style-type: none">◦ <i>Keep on Rolling</i> encouraged collaboration as teams worked together to match dice combinations, complete exercises, and support each other through the challenges. <p>4. Mindfulness and Emotional Intelligence:</p> <p><i>Wheel of Fortune Wellness</i> allowed students to connect physical activity with gratitude and empathy, promoting emotional well-being while developing stronger teamwork and self-awareness.</p>	<p>Success Criteria:</p> <p>1. Creativity and Social Engagement:</p> <ul style="list-style-type: none">◦ <i>Drawing Animals on Your Head</i> allowed participants to actively engage in a non-competitive, fun drawing activity and share laughter through guesses, building a sense of community. <p>2. Reflection on Friendship and Kindness:</p> <ul style="list-style-type: none">◦ <i>Friendship Recipe</i> encouraged students to identify key traits of friendship and actively practice these qualities in their own lives, fostering positive relationships. <p>3. Physical Activity and Collaboration:</p> <ul style="list-style-type: none">◦ <i>Double Dice Movement</i> challenged players to complete exercises based on dice rolls while collaborating with their teams to achieve high scores, promoting fitness and teamwork. <p>4. Gratitude and Social Connection:</p> <p><i>This or That Gratitude</i> provided a structured way for students to reflect on what they are grateful for and share their reflections with others, promoting empathy and positive group dynamics.</p>
ACTIVITIES	<p>Activity 1: Fingers in the Middle</p> <p>Activity 2: One Wish for the World</p> <p>Activity 3: Dice Bingo</p> <p>Activity 4: Jenga Reflection Game</p>	<p>Activity 1: Numeracy Battle</p> <p>Activity 2: What Makes Me Brave?</p> <p>Activity 3: Keep on Rolling</p> <p>Activity 4: Wheel of Fortune Wellness</p>	<p>Activity 1: Drawing Animals on Your Head</p> <p>Activity 2: Friendship Recipe</p> <p>Activity 3: Double Dice Movement</p> <p>Activity 4: This or That Gratitude</p>
VIC. CURRICULUM	<p><u>Week sixteen curriculum mapping here</u></p>	<p><u>Week seventeen curriculum mapping here</u></p>	<p><u>Week eighteen curriculum mapping here</u></p>

CURRICULUM MAPPING

LEVEL 3 & 4 VICTORIAN CURRICULUM



LESSON #	WEEK NINETEEN	WEEK TWENTY
LEARNING INTENTION	<p>Learning Intentions:</p> <ol style="list-style-type: none">Gratitude and Reflection:<ul style="list-style-type: none"><i>Gratitude Counting</i> encouraged participants to reflect on gratitude while staying engaged in physical activity, promoting mindfulness and connection.Imagination and Positive Thinking:<ul style="list-style-type: none"><i>My Perfect Day</i> invited students to visualise their ideal day, fostering creativity and joy, and helping them reflect on the things that truly make them happy.Math, Strategy, and Fitness:<ul style="list-style-type: none"><i>The Magic Number</i> combined math skills with physical activity, helping participants develop strategic thinking while completing fun fitness challenges.Self-Love and Appreciation:<ul style="list-style-type: none"><i>Self-Love and Appreciation Snap</i> promoted self-reflection and self-love through a fun and engaging card game, encouraging participants to share and appreciate their strengths and qualities.	<p>Learning Intentions:</p> <ol style="list-style-type: none">Teamwork and Collaboration:<ul style="list-style-type: none"><i>Legs Eleven</i> encouraged effective communication and collaboration within teams, highlighting the importance of spontaneous teamwork and celebrating collective success.Gratitude and Reflection:<ul style="list-style-type: none"><i>Happiness Jar Ideas</i> prompted students to reflect on positive moments in their lives, practice gratitude, and explore ways to share happiness with others.Risk, Strategy, and Physical Activity:<ul style="list-style-type: none"><i>Skunk Dice Challenge</i> combined math, strategic thinking, and physical exercise, encouraging players to make decisions based on risk and reward while staying active.Empathy and Vulnerability:<ul style="list-style-type: none"><i>Empathy Go Fish</i> promoted empathy, self-reflection, and connection by having players share personal experiences of kindness and vulnerability.
SUCCESS CRITERIA	<p>Success Criteria:</p> <ol style="list-style-type: none">Active Participation and Focus:<ul style="list-style-type: none">In <i>Gratitude Counting</i>, students should remain engaged both physically and mentally, practicing focus and mindfulness while sharing gratitude.Creative Expression:<ul style="list-style-type: none">In <i>My Perfect Day</i>, students created a visual or written representation of their ideal day and reflected on how to bring those aspects into their real life.Math and Strategy Application:<ul style="list-style-type: none">In <i>The Magic Number</i>, students practised addition and strategic decision-making while completing exercises based on dice rolls.Self-Reflection and Empathy:<ul style="list-style-type: none"><i>Self-Love and Appreciation Snap</i> encouraged students to reflect on their strengths and self-worth while supporting others in their self-reflection.	<p>Success Criteria:</p> <ol style="list-style-type: none">Active Participation and Team Success:<ul style="list-style-type: none">In <i>Legs Eleven</i>, students contributed to their group's success by collaboratively showing the right number of fingers and celebrating their success as a team.Gratitude and Sharing:<ul style="list-style-type: none">In <i>Happiness Jar Ideas</i>, students reflected on happy memories, acknowledged the value of those moments, and thought about how they could share happiness with others.Strategic Thinking and Physical Engagement:<ul style="list-style-type: none">In <i>Skunk Dice Challenge</i>, students demonstrated strategic decision-making, risk management, and physical engagement through exercise while playing the dice game.Empathy and Connection:<ul style="list-style-type: none">In <i>Empathy Go Fish</i>, students actively shared personal experiences and listened to others' reflections, fostering deeper emotional connections and empathy.
ACTIVITIES	<p>Activity 1: Gratitude Counting</p> <p>Activity 2: My Perfect Day</p> <p>Activity 3: The Magic Number</p> <p>Activity 4: Self-Love and Appreciation Snap</p>	<p>Activity 1: Legs Eleven</p> <p>Activity 2: Happiness Jar Ideas</p> <p>Activity 3: Skunk Dice Challenge</p> <p>Activity 4: Empathy Go Fish</p>
VIC. CURRICULUM	<p><u>Week nineteen curriculum mapping here</u></p>	<p><u>Week twenty curriculum mapping here</u></p>