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School Curriculum
and Standards
Authority

The Authority

Kindergarten to Year 10

Years 11 and 12

Student

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General Capabilities

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The general capabilities are the dispositions that will be developed through the program for the Arts identified within the

Literacy

Students become literate as they learn to interpret and use language in a range of school, and for purposes such as listening to, reading and writing digital texts. Literacy includes purposes in a range

In the Arts, students use the languages of the five arts to communicate their own making and responses, to create, compose, deconstruct, and others', and

Each Arts subject requires students to use increasingly complex language that the terminology used in the subject requires the ability to use language to access knowledge, to interact with, and c

Numeracy

Students become n
mathematics confic
broadly. Numeracy
mathematics in the
mathematical know

In the Arts, student
design, make, inter
students can recog
reasoning to solve |
shapes; scale and p
movements; and m
mass and angles.

Through making an
choreograph and p
direct and edit mec
construct and displ
organise, analyse a
others', artworks, s

Information capability

Students develop IC
appropriately to acc
problems, and work
beyond school. The
digital technologies
technologies evolve

environment.

In the Arts, ICT capabilities and technologies when used effectively can enhance and extend the use of interactive multimedia and virtual tools and environments. Students enhance their ICT capabilities and explore new possibilities by exploring digital technologies.

Students learn to apply digital technologies in a digital environment, particularly in the context of intellectual property and digital rights. They use digital technologies collaboratively; share their work with audiences.

Critical and Creative Thinking

Students develop critical and creative thinking skills to generate and evaluate ideas, and to consider alternative perspectives. They engage in activities that require problem-solving, risk-taking, and innovation in all learning areas.

In the Arts, critical and creative thinking skills are used to analyse artworks. In creating their own artworks, students use thinking skills to problem-solve and apply digital technologies. They evaluate their own and others' ideas and processes, and generate new ideas, concepts, and solutions.

learn to analyse tra
meanings and conn
artists' motivations
reflect critically and
and design process
feedback about pas
share their thinking

Personal and

Students develop p
themselves and oth
more effectively. Th
recognising and req
understanding relat
responsible decisio
constructively; and

In the Arts, persona
and collaboratively,
students with regul
while developing ar
and concepts in the
personal strengths,
audience members
such as self-discipli
confidence, resilien
needs and situatio
understand and neq
others, students de

effectively, work co
leadership.

Ethical unde

Students develop e
of ethical concepts,
assist ethical judgr
personal and social
conflict and uncerta
values and behavio

In the Arts, student
or create artworks t
controversial, invol
explore how ethical
in issues and event
imagination, and cc
speculate on how li
whether various po

Students develop tl
increasing range of
practices. When int
consider the intelle

Intercultura

Students develop ir
cultures, languages

personal, group and nature of culture. T with, diverse cultur connections with ot

In the Arts, intercultural worlds to explore n regional and global to explore the influence practices and think structures, use of n of concepts, ideas, understanding in m those of others, inte seeking to represer

Students are encour to perspectives tha and contexts in whi from diverse cultur images, objects, so

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