

NSW K-6 (Stage 1-3) Science Outcomes for Strike a Chord

All exhibits	<p>Values and Attitudes Outcomes</p> <p>VA2 Exhibits curiosity and responsiveness to scientific and technological ideas and evidence.</p> <p>VA4 Gains satisfaction from their efforts to investigate, to design, to make, and to use technology.</p> <p>VA5 Works cooperatively with others in groups on scientific and technological tasks and challenges.</p> <p>VA7 Appreciates contributions made by individuals, groups, cultures and communities to scientific and technological understanding.</p>
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Early Stage 1 Science Outcomes

Strike a Chord exhibit	Outcomes	Indicators
Drum Dance Invent an Instrument Pipe Play Seeing Sound String Show Vocal Vowels	PP ES1.4 Explores and identifies ways some forms of energy are used in their daily lives.	<ul style="list-style-type: none"> • designs and makes a simple musical instrument and experiments with the sounds produced
Ear Relay Good Vibrations Hearing Range Sounds Strange	INV ES1.7 Investigates their surroundings by observing, questioning, exploring and reporting.	<ul style="list-style-type: none"> • identifies the different parts of animals that help them to observe, e.g. eyes, nose

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Stage 1

Strike a Chord exhibit	Outcomes	Indicators
Invent an Instrument Pentaphone Sound Sculpture Vocal Vowels	PP S1.4 Identifies and describes different ways some forms of energy are used in the community.	<ul style="list-style-type: none"> • experiments with a range of materials and found objects to produce a range of different sounds
Good Vibrations Floor Piano	INV S1.7 Conducts guided investigations by observing, questioning, predicting, collecting and recording data and suggesting possible explanations.	<ul style="list-style-type: none"> • explores objects using a limited number of senses (e.g. touch and hearing) and describes findings • identifies, draws and classifies a range of signs symbols and icons, and labels drawings to show their meaning • identifies a range of devices that are used to help our senses and classifies these according to the senses used

Stage 2

Strike a Chord exhibit	Outcomes	Indicators
All exhibits	PP S2.4 Identifies various forms and sources of energy and devises systems that use energy.	<ul style="list-style-type: none"> • explores a range of materials and found objects to produce sounds with varying pitch, proposes ways of classifying sounds and reports on the findings • explores and selects materials to create percussion instruments that produce specific types of sounds • researches information about musical instruments and applies findings to the design of a musical instrument
Ear Relay Good Vibrations Hearing Range	LT S2.3 Identifies and describes the structure and function of living things and ways in which living things interact with other living things and their environment.	

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Stage 3

Strike a Chord exhibit	Outcomes	Indicators
All exhibits	<i>PP S3.4</i> Identifies and applies processes involved in manipulating, using and changing the form of energy.	