

The 10 Big Ideas



Humankind

Understanding what it means to be human



Nature

Learning about the natural world



Processes

Exploring dynamic processes



Place

Understanding the visual, cultural, social, and environmental characteristics of places

For example: describing a city



Creativity

Appreciating everyday and extraordinary creativity

For example: making ecology



Comparison

Emphasising enquiry
For example: conducting a survey



Significance

Examining why things matter
For example: considering a key event



Materials

Understanding matter and its properties



Change

For example: exploring magnets