

Subject	Strand	Student outcome		Banqer achieves this through
English	Literacy	Listen for specific purposes and information, including instructions, and extend students' own and others' ideas in discussions	ACELY1666	Whole class discussion throughout the implementation of Banqer
English	Literacy	Create short, imaginative, informative and persuasive texts using growing knowledge of text structures and language features for familiar and some less familiar audiences, selecting print and multimodal elements appropriate to audience and purpose	ACELY1672	Creating class journalists to report on progress in the school newsletter/social media platforms Resource: Banqer Bite - Kid Reporters
Mathematics	M&FM	Count and order small collections of Australian coins and notes according to their value	ACMNA034	Providing a virtual economy and giving every student a mock bank account to learn appropriate spending habits Resource: Banqer Bite - Money Recognition
Mathematics	A&S	Solve simple addition and subtraction problems using a range of efficient mental and written strategies	ACMNA030	Introducing savings to students and giving opportunities to transfer money into and out of their accounts - teachers could have students complete these tasks mentally before actually transferring the money rich tasks that allow students to participate in budgeting, selling products and therefore developing skills in handling money and working out change Resource: Banqer Bite - Reuse and Recycle Resource: Banqer Bite - Budgeting Resource: Banqer Bite - Festive Funds Resource: Banqer Bite - Shopping List
Mathematics	Data	Identify a question of interest based on one categorical variable. Gather data relevant to the question	ACMSP048	A rich task that links what students learn about in the Transport Module when deciding what vehicle is best suited to them and data collection Resource: Banqer Bite - Car Comparisons
		Collect, check and classify data	ACMSP049	
		Create displays of data using lists, table and picture graphs and interpret them	ACMSP050	
Science & Technology	DT	Recognise and explore patterns in data and represent data as pictures, symbols and diagrams	ACTDIK002	
History	P&P	How changing technology affected people's lives (at home and in the ways they worked, travelled, communicated and played in the past)	ACHASSK046	Provide an opportunity to compare the impact technology has had on banks and the ability to access money Resource: Banqer Bite - Changing Technology

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Creative Arts	Drama	Explore role and dramatic action in dramatic play, improvisation and process drama	ACADRM027	Utilising drama as a pedagogy to provide real-life scenarios for the students through role-play Resource: Banqer Bite - Drama
		Use voice, facial expression, movement and space to imagine and establish role and situation	ACADRM028	
		Present drama that communicates ideas, including stories from their community, to an audience	ACADRM029	

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English	Literacy	Listen to and contribute to conversations and discussions to share information and ideas and negotiate in collaborative situations	ACELY1676	Whole class discussion throughout the implementation of Banqer
		Interpret ideas and information in spoken texts and listen for key points in order to carry out tasks and use information to share and extend ideas and information	ACELY1687	
English	Literacy	Plan, draft and publish imaginative, informative and persuasive texts demonstrating increasing control over text structures and language features and selecting print, and multimodal elements appropriate to the audience and purpose	ACELY1682	Creating class journalists to report on progress in the school newsletter/social media platforms Resource: Banqer Bite - Kid Reporters
		Plan, draft and publish imaginative, informative and persuasive texts containing key information and supporting details for a widening range of audiences, demonstrating increasing control over text structures and language features	ACELY1694	
English	Language	Learn extended and technical vocabulary and ways of expressing opinion including modal verbs and adverbs	ACELY1484	Developing an understanding of financial vocabulary
		Incorporate new vocabulary from a range of sources into students' own texts including vocabulary encountered in research	ACELY1498	
Mathematics	M&FM	Represent money values in multiple ways and count the change required for simple transactions to the nearest five cents	ACMNA059	Rich tasks that allow students to participate in selling products and therefore developing skills in handling money and working out change Resource: Banqer Bite - Reuse and Recycle Resource: Banqer Bite - Budgeting Resource: Banqer Bite - Festive Funds Resource: Banqer Bite - Shopping List
		Solve problems involving purchases and the calculation of change to the nearest five cents with and without digital technologies	ACMNA080	
Mathematics	Data	Identify questions or issues for categorical variables. Identify data sources and plan methods of data collection and recording	ACMSP068	A rich task that links what students learn about in the Transport Module when deciding what vehicle is best suited to them and data collection Resource: Banqer Bite - Car Comparisons
		Collect data, organise into categories and create displays using lists, tables, picture graphs and simple column graphs, with and without the use of digital technologies	ACMSP069	
		Interpret and compare data displays	ACMSP070	

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Mathematics	Data	Select and trial methods for data collection, including survey questions and recording sheets	ACMSP095	
		Construct suitable data displays, with and without the use of digital technologies, from given or collected data. Include tables, column graphs and picture graphs where one picture can represent many data values	ACMSP096	
		Evaluate the effectiveness of different displays in illustrating data features including variability	ACMSP097	
	Chance	Conduct chance experiments, identify and describe possible outcomes and recognise variation in results	ACMSP067	
Geography	DC	The similarities and differences between places in terms of their settlement, demographic characteristics and the lives of the people who live there, and peoples' perceptions of these places	ACHASSK068	Investigating, comparing and contrasting Australia's neighbouring countries by developing a travel plan to a neighbouring country Resource: Banqer Bite - Cost of Travel
	P&E P&P	The different cultural, religious and/or social groups to which they and others in the community belong	ACHASSK093	
History	DC	Days and weeks celebrated or commemorated in Australia (including Australia Day, Anzac Day, and National Sorry Day) and the importance of symbols and emblems	ACHASSK064	Researching celebrations from different cultures and the gifts typically bought during these celebrations then planning a budget based on the gifts they'd like to buy Resource: Banqer Bite - Festive Funds
		Interpret ideas and information in spoken texts and listen for key points in order to carry out tasks and use information to share and extend ideas and information	ACHASSK065	
Creative Arts	Drama	Explore ideas and narrative structures through roles and situations and use empathy in their own improvisations and devised drama	ACADRM031	Utilising drama as a pedagogy to provide real-life scenarios for the students through role-play Resource: Banqer Bite - Drama
		Use voice, body, movement and language to sustain role and relationships and create dramatic action with a sense of time and place	ACADRM032	
		Shape and perform dramatic action using narrative structures and tensions in devised and scripted drama, including exploration of Aboriginal and Torres Strait Islander drama	ACADRM032	

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English	Literacy	Use interaction skills, for example paraphrasing, questioning and interpreting non-verbal cues and choose vocabulary and vocal effects appropriate for different audiences and purposes	ACELY1699	Whole class discussion throughout the implementation of Banqer
		Use interaction skills, varying conventions of spoken interactions, such as voice volume, tone, pitch and pace, according to group size, formality of interaction and needs and expertise of the audience	ACELY1816	
English	Literacy	Plan, draft and publish imaginative, informative and persuasive print and multimodal texts, choosing text structures, language features, images and sound appropriate to purpose and audience	ACELY1704	Creating class journalists to report on progress in the school newsletter/social media platforms Resource: Banqer Bite - Kid Reporters
		Plan, draft and publish imaginative, informative and persuasive texts, choosing and experimenting with text structures, language features, images and digital resources appropriate to purpose and audience	ACELY1714	
Mathematics	M&FM	Create simple financial plans	ACMNA106	Detailed budgeting lesson plan that teachers can implement in their classrooms Resource: Banqer Bite - Budgeting
Mathematics	M&FM	Investigate and calculate percentage discounts of 10%, 25% and 50% on sale items, with and without the use of digital technologies	ACMNA132	Providing opportunities for students to 'buy' houses and have mortgages, thus allowing them to calculate percentages of the purchase prices of houses
Mathematics	Chance	List outcomes of chance experiments involving equally likely outcomes and represent probabilities of those outcomes using fractions	ACMSP116	A fun natural disaster-themed game. Students' are encouraged to purchase insurance for their property/vehicles, but if they don't, disaster may strike at the roll of a dice! Resource: Banqing on - Insurance
		Describe probabilities using fractions, decimals and percentages	ACMSP144	
		Conduct chance experiments with both small and large numbers of trials using appropriate digital technologies	ACMSP145	
		Compare observed frequencies across experiments with expected frequencies	ACMSP146	
Geography	PiP	Australia's connections with other countries an how these change people and places	ACHASSK141	Investigating, comparing and contrasting Australia's neighbouring countries by developing a travel plan to a neighbouring country Resource: Banqing Bite - Cost of Travel

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Economics & Business	AC	Types of resources (natural, human, capital) and the ways societies use them to satisfy the needs and wants of present and future generations	ACHASSK120	Allowing opportunities to set up automatic payments for resources required in the classroom and therefore discussions around whether these are needs/wants
		Influences on consumer choices and methods that can be used to help make informed personal consumer and financial choices	ACHASSK121	
Creative Arts	Drama	Explore dramatic action, empathy and space in improvisations, playbuilding and scripted drama to develop characters and situations	ACDRM035	Utilising drama as a pedagogy to provide real-life scenarios for the students through role-play Resource: Banqing Bite - Drama
		Develop skills and techniques of voice and movement to create character, mood and atmosphere and focus dramatic action	ACDRM036	