

Subject	Strand	Student outcome		Banqer achieves this through
English	S&L	Communicates with a range of people in informal and guided activities demonstrating interaction skills and considers how own communication is adjusted in different situations	EN1-1A	Whole class discussion throughout the implementation of Banqer
English	W&R	Plans, composes and reviews a small range of simple texts for a variety of purposes on familiar topics for known readers and viewers	EN1-2A	Creating class journalists to report on progress in the school newsletter/social media platforms Resource: Banqer Bite - Kid Reporters
Mathematics	WN	Applies place value, informally, to count, order, read and represent two and three-digit numbers	MA1-4NA	Providing a virtual economy and giving every student a mock bank account to learn appropriate spending habits Resource: Banqer Bite - Money Recognition
		Content descriptions: <ul style="list-style-type: none"> Recognise, describe and order Australian coins according to their value Count and order small collections of Australian coins and notes according to their value 	ACMNA017 ACMNA034	
Mathematics	A&S	Uses a range of strategies and informal recording methods for addition and subtraction involving one- and two-digit numbers	MA1-5NA	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	Gathers and organises data, displays data in lists, tables and picture graphs, and interprets the results	MA1-17SP	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
Science & Technology	DT	Identifies the components of digital systems and explores how data is represented	ST1-11DI-T	

Stage 1 continued

Subject	Strand	Student outcome		Banqer achieves this through
History	PtIP	<p>Describes the effects of changing technology on people's lives over time</p> <p>Key inquiry Question: How have changes in technology shaped our daily life?</p> <p>Content: The impact of changing technology on people's lives</p>	<p>HT1-3</p> <p>ACHHK046</p>	<p>Provide an opportunity to compare the impact technology has had on banks and the ability to access money</p> <p>Resource: Banqer Bite - Changing Technology</p>
Creative Arts	Drama	Takes on roles in drama to explore familiar and imagined situations	DRAS1.1	<p>Utilising drama as a pedagogy to provide real-life scenarios for the students through role-play</p> <p>Resource: Banqer Bite - Drama</p>
		Conveys story, depicts events and expresses feelings by using the elements of drama and the expressive skills of movement and voice	DRAS1.2	
		Interacts collaboratively to communicate the action of the drama with others	DRAS1.3	
		Appreciates dramatic work during the making of their own drama and the drama of others	DRAS1.4	

Subject	Strand	Student outcome		Banqer achieves this through
English	S&L	Communicates in a range of informal and formal contexts by adopting a range of roles in group, classroom, school and community contexts	EN2-1A	Whole class discussion throughout the implementation of Banqer
English	W&R	Plans, composes and reviews a range of texts that are more demanding in terms of topic, audience and language	EN2-2A	Creating class journalists to report on progress in the school newsletter/social media platforms Resource: Banqer Bite - Kid Reporters
English	GPV	Uses effective and accurate sentence structure, grammatical features, punctuation conventions and vocabulary relevant to the type of text when responding to and composing texts	EN2-9B	Developing an understanding of financial vocabulary
Mathematics	A&S	Uses mental and written strategies for addition and subtraction involving two-, three-, four- and five-digit numbers	MA2-5NA	Rich tasks that allow students to participate in selling products and therefore developing skills in handling money and working out change
		<p>Content descriptions:</p> <ul style="list-style-type: none"> • Represent money values in multiple ways and count the change required for simple transactions to the nearest five cents • Solve problems involving purchases and the calculation of change to the nearest five cents, with and without the use of digital technologies • Solve addition and subtraction problems involving money, with and without the use of digital technologies • Calculate change and round to the nearest five cents • Use estimation to check the reasonableness of solutions to addition and subtraction problems, including those involving money 	ACMNA059 ACMNA080	Resource: Banqer Bite - Reuse and Recycle Resource: Banqer Bite - Budgeting Resource: Banqer Bite - Festive Funds Resource: Banqer Bite - Shopping List
Mathematics	Data	Selects appropriate methods to collect data, and constructs, compares, interprets and evaluates data displays, including tables, picture graphs and column graphs	MA2-18SP	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

Stage 2 continued

Subject	Strand	Student outcome		Banqer achieves this through
Mathematics	Chance	Describes and compares chance events in social and experimental contexts	MA2-19SP	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: Banqer Bite - Insurance
Geography	PS&D	Examines features and characteristics of places and environments	GE2-1	Investigating, comparing and contrasting Australia's neighbouring countries by developing a travel plan to a neighbouring country Resource: Banqer Bite - Cost of Travel
		Describes the ways people, places and environments interact	GE2-2	
History	C&R	Identifies celebrations and commemorations of significance in Australia and the world	HT2-1	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
Creative Arts	Drama	Takes on and sustains roles in a variety of drama forms to express meaning in a wide range of imagined situations	DRAS2.1	Utilising drama as a pedagogy to provide real-life scenarios for the students through role-play Resource: Banqer Bite - Drama
		Builds the action of the drama by using the elements of drama, movement and voice skills	DRAS2.2	
		Sequences the action of the drama to create meaning for an audience	DRAS2.3	
		Responds to, and interprets drama experiences and performances	DRAS2.4	

Subject	Strand	Student outcome		Banqer achieves this through
English	S&L	Communicates effectively for a variety of audiences and purposes using increasingly challenging topics, ideas, issues and language forms and features	EN3-1A	Whole class discussion throughout the implementation of Banqer
English	W&R	Composes, edits and presents well-structured and coherent texts	EN3-2A	Creating class journalists to report on progress in the school newsletter/social media platforms Resource: Banqer Bite - Kid Reporters
Mathematics	A&S	Selects and applies appropriate strategies for addition and subtraction with counting numbers of any size	MA3-5NA	Detailed budgeting lesson plan that teachers can implement in their classrooms Resource: Banqer Bite - Budgeting
		Content Descriptor: <ul style="list-style-type: none"> • Create simple financial plans • Use knowledge of addition and subtraction facts to create a financial plan, such as a budget, e.g. organise a class celebration on a budget of \$60 for all expenses 	ACMNA106	
Mathematics	F&D	compares, orders and calculates with fractions, decimals and percentages	MA3-7NA	Providing opportunities for students to 'buy' houses and have mortgages, thus allowing them to calculate percentages of the purchase prices of houses
Mathematics	Chance	Conducts chance experiments and assigns probabilities as values between 0 and 1 to describe their outcomes	MA3-19SP	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
Geography	D&CW	Describes the diverse features and characteristics of places and environments	GE3-1	Investigating, comparing and contrasting Australia's neighbouring countries by developing a travel plan to a neighbouring country Resource: Banqing Bite - Cost of Travel
		Explains interactions and connections between people, places and environments	GE3-2	
		Acquires, processes and communicates geographical information using geographical tools for inquiry	GE3-4	

Stage 3 continued

Subject **Strand** **Student outcome** **Banqer achieves this through**

Creative Arts	Drama	Develops a range of in-depth and sustained roles	DRAS3.1	Utilising drama as a pedagogy to provide real-life scenarios for the students through role-play Resource: Banqing Bite - Drama
		Interprets and conveys dramatic meaning by using the elements of drama and a range of movement and voice skills in a variety of drama forms	DRAS3.2	
		Devises, acts and rehearses drama for performance to an audience	DRAS3.3	
		Responds critically to a range of drama works and performance styles	DRAS3.4	