



## NSW Outcomes for Questacon's Mini Q exhibition K-1 Key Learning Areas



Australian Government  
Department of Education,  
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### Brief description of Mini Q zones:

**Water Play**—a place to make water flow and work as a team. This area contains stepped water tanks, an Archimedes screw, a pulley system of containers and separate, individual containers. Children can experiment with the properties of water and learn about principles of conservation (water volume) and the permanence of objects.

**Baby Space**—a place to crawl about and explore. This area allows babies to move around, watch other babies and be at eye level with adults to study facial expressions. Baby Space has not been listed in the suggested outcomes below, but children aged up to 12 months benefit from this area.

**Role Play**—a place to shop, work and play. A child-scale street scene with Building Construction Zone, Service Station, Animal Hospital and Bakery that allows children to 'play shop'. Children may serve items, count orders, plan what to build, cooperate with other children, etc. Many items are labelled and adults are encouraged to take part in the role play.

**Sensory Space**—a place to see, hear and feel amazing things. Children can feel different textures, hear unusual sounds and explore special zones with optic fibres and ultraviolet lights.

**Active Play**—a place to balance, navigate and roll around. Balance and crawl spaces encourage children to develop gross and fine motor skills, as well as strengthen their right and left hand body coordination.

**Quiet Space**—a place to rest peacefully after a hard day's play. Adults are encouraged to read library stories to children in this space.

**Space Lab**—a place to pretend, predict and explore. Children pretend to be astronauts or space scientists and investigate various workstations that use magnifying glasses, polarised light filters, fluid tubes and measuring scales.



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### Science and technology

Strands and substrands	Early Stage 1	Stage 1	Mini Q zone where outcomes can be achieved
<b>Content</b>			
Built Environments	BEES1.1 Explores and identifies ways in which built environments suit their users.	BES1.1 Creates, modifies or models built environments to suit the needs of users.	Role Play (Construction Zone)
Information and Communication	ICES1.2 Recognises and uses various means of communication.	ICS1.2 Creates a range of information products and communicates using a variety of media.	Role Play Space Lab
Physical Phenomena	PPES1.4 Explores and identifies ways some forms of energy are used in their daily lives.	PPS1.4 Identifies and describes different ways some forms of energy are used in the community.	Sensory Space Water Play
Products and Services	PSES1.5 Recognises the relationship between everyday products and people's needs.		Role Play Space Lab Water Play
Earth and Its Surroundings	ESES1.6 Explores and identifies ways the environment influences their daily lives.		Role Play Space Lab Water Play



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<b>Process</b>			
Investigating	INVES1.7 Investigates their surroundings by observing, questioning, exploring and reporting.	INVS1.7 Conducts guided investigations by observing, questioning, predicting, collecting and recording data, and suggesting possible explanations.	Role Play Sensory Space Space Lab Water Play
Designing and Making	DMES1.8 Generates own ideas and designs through trial and error play, modelling and making.	DMS1.8 Develops and implements own design ideas in response to an investigation of needs and wants.	Active Play Role Play Space Lab Water Play
Using Technology	UTES1.9 Identifies and uses a limited range of equipment, computer-based technology, materials and other resources when undertaking exploration and production.	UTS1.9 Selects and uses a range of equipment, computer-based technology, materials and other resources to undertake an investigation or design task.	Active Play Role Play Sensory Space Space Lab Water Play

## English

<b>Strands and substrands</b>	<b>Early Stage 1</b>	<b>Stage 1</b>	<b>Mini Q zone where outcomes can be achieved</b>
<b>Talking and Listening</b>			
Talking and Listening	TES1.1 Communicates with peers and known adults in informal situations and structured activities dealing briefly with familiar topics.	TS1.1 Communicates with an increasing range of people for a variety of purposes on both familiar and introduced topics in spontaneous and structured classroom activities.	All areas of Mini Q



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Skills and Strategies	TES1.2 Demonstrates basic skills of classroom and group interaction, makes brief oral presentations and listens with reasonable attentiveness.	TS1.2 Interacts in more extended ways with less teacher intervention, makes increasingly confident oral presentations and generally listens attentively	All areas of Mini Q
Context and Text	TES1.3 Recognises that there are different kinds of spoken texts and shows emerging awareness of school purposes and expectations for using spoken language.	TS1.3 Recognises a range of purposes and audiences for spoken language and considers how own talking and listening are adjusted in different situations.	Role Play Quiet Space
Language Structures and Features	TES1.4 With teacher guidance, identifies some basic language features of familiar spoken texts.	TS1.4 Recognises that different types of predictable spoken texts have different organisational patterns and features.	Quiet Space Role Play
<b>Reading</b>			
Reading and Viewing Texts	RES1.5 Demonstrates developing reading skills to read short, predictable written texts on familiar topics.	RS1.5 Reads a wider range of texts on less familiar topics with increasing independence and understanding, making connections between own knowledge and experience and information in texts.	Quiet Space Role Play Space Lab
Skills and Strategies	RES1.6 Demonstrates developing reading skills and strategies when reading books, dealing with print and comprehending texts.	RS1.6 Draws on an increasing range of skills and strategies when reading and comprehending texts.	Quiet Space Role Play Space Lab



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Context and Text	RES1.7 Demonstrates an emerging awareness that written and visual texts convey meaning and recognises that there are different kinds of texts that serve different purposes.	RS1.7 Understands that texts are constructed by people and identifies ways in which texts differ according to their purpose, audience and subject matter.	Quiet Space Role Play Space Lab
Language Structures and Features	RES1.8 Identifies some basic language structures and features of texts.	RS1.8 Identifies the text structure and basic grammatical features of a limited range of text types.	Quiet Space Role Play Space Lab

## Mathematics

Strands and substrands	Early Stage 1	Stage 1	Mini Q zone where outcomes can be achieved
<b>Number</b>			
Whole Numbers	NES1.1 Counts to 30, and orders, reads and represents numbers in the range 0 to 20.	NS1.1 Counts, orders, reads and represents two- and three-digit numbers.	Quiet Space Role Play Space Lab
Addition and Subtraction	NES1.2 Combines, separates and compares collections of objects, describes using everyday language and records using informal methods.	NS1.2 Uses a range of mental strategies and informal recording methods for addition and subtraction involving one- and two-digit numbers.	Role Play Space Lab Water Play



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Multiplication and Division	NES1.3 Groups, shares and counts collections of objects, describes using everyday language and records using informal methods.	NS1.3 Uses a range of mental strategies and concrete materials for multiplication and division.	Role Play Space Lab
Fractions and Decimals	NES1.4 Describes halves, encountered in everyday contexts, as two equal parts of an object.	NS1.4 Describes and models halves and quarters, of objects and collections, occurring in everyday situations.	Role Play Space Lab Water Play
Chance	No outcome at this stage.	NS1.5 Recognises and describes the element of chance in everyday events.	Space Lab Water Play
<b>Patterns and Algebra</b>			
Patterns and Algebra	PAES1.1 Recognises, describes, creates and continues repeating patterns and number patterns that increase or decrease.	PAS1.1 Creates, represents and continues a variety of number patterns, supplies missing elements in a pattern and builds number relationships.	Sensory Space Space Lab
<b>Measurement</b>			
Length	MES1.1 Describes length and distance using everyday language and compares lengths using direct comparison.	MS1.1 Estimates, measures, compares and records lengths and distances using informal units, metres and centimetres.	Active Play Sensory Space Water Play
Volume and Capacity	MES1.3 Compares the capacities of containers and volumes of objects or substances using direct comparison.	MS1.3 Estimates, measures, compares and records volumes and capacities using informal units.	Water Play
Mass	MES1.4 Compares the masses of two objects and describes mass using everyday language.	MS1.4 Estimates, measures, compares and records the masses of two or more objects using informal units.	Role Play (Animal Hospital) Space Lab



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<b>Space and Geometry</b>			
Three-dimensional Space	SGES1.1 Manipulates, sorts and represents three-dimensional objects and describes them using everyday language.	SGS1.1 Models, sorts, describes and represents three-dimensional objects including cones, cubes, cylinders, spheres and prisms, and recognises them in pictures and the environment.	Role Play Water Play
Position	SGES1.3 Uses everyday language to describe position and give and follow simple directions.	SGS1.3 Represents the position of objects using models and drawings and describes using everyday language.	Space Lab Water Play
<b>Working Mathematically</b>			
Questioning	WMES1.1 Asks questions that could be explored using mathematics in relation to Early Stage 1 content.	WMS1.1 Asks questions that could be explored using mathematics in relation to Stage 1 content.	All areas of Mini Q
Applying Strategies	WMES1.2 Uses objects, actions, imagery, technology and/or trial and error to explore mathematical problems.	WMS1.2 Uses objects, diagrams, imagery and technology to explore mathematical problems.	Role Play Water Play
Communicating	WMES1.3 Describes mathematical situations using everyday language, actions, materials and informal recordings.	WMS1.3 Describes mathematical situations and methods using everyday and some mathematical language, actions, materials, diagrams and symbols.	Role Play Water Play



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Reasoning	WMES1.4 Uses concrete materials and/or pictorial representations to support conclusions.	WMS1.4 Supports conclusions by explaining or demonstrating how answers were obtained.	Space Lab
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**Human Society and its Environment**

Strands and substrands	Early Stage 1	Stage 1	Mini Q zone where outcomes can be achieved
<b>Change and Continuity</b>			
Significant Events and People	CCES1 Describes events or retells stories that demonstrate their own heritage and the heritage of others.	CCS1.1 Communicates the importance of past and present people days and events in their life, in the lives of family and community members and in other communities.	Quiet Space Role Play
<b>Environments</b>			
Patterns of Place and Location	ENES1 Gathers information about natural and built environments and communicates some of the ways in which they interact with, and can care for, these environments.	ENS1.5 Compares and contrasts natural and built features in their local area and the ways in which people interact with these features.	Role Play Sensory Space Space Lab
Relationship with Places	Outcome ENES1 also applies here.	ENS1.6 Demonstrates an understanding of the relationship between environments and people.	Role Play Sensory Space Space Lab Water Play



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<b>Social Systems and Structures</b>			
Resource Systems	SSES1 Identifies ways in which their own needs and the needs of others are met, individually and cooperatively.	SSS1.7 Explains how people and technologies in systems link to provide goods and services to satisfy needs and wants.	Role Play Space Lab
Roles, Rights and Responsibilities	Outcome SSES1 also applies here.	SSS1.8 Identifies roles and responsibilities within families, schools and the local community, and determines ways in which they should interact with others.	Role Play

## Personal Development, Health and Physical Education

<b>Strands and substrands</b>	<b>Early Stage 1</b>	<b>Stage 1</b>	<b>Mini Q zone where outcomes can be achieved</b>
<b>Skills</b>			
Communicating	COES1.1 Expresses feelings, needs and wants in appropriate ways.	COS1.1 Communicates appropriately in a variety of ways.	All areas of Mini Q
Decision-making	DMES1.2 Identifies some options available when making simple decisions.	DMS1.2 Recalls past experiences in making decisions.	All areas of Mini Q



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Interacting	INES1.3 Relates well to others in work and play situations.	INS1.3 Develops positive relationships with peers and other people.	Role Play Water Play
Moving	MOES1.4 Demonstrates a general awareness of how basic movement skills apply in play and other introductory movement experiences.	MOS1.4 Demonstrates maturing performance of basic movement and compositional skills in a variety of predictable situations.	Active Play
Problem-solving	PSES1.5 Seeks help as needed when faced with simple problems.	PSS1.5 Draws on past experiences to solve familiar problems.	All areas of Mini Q
<b>Content</b>			
Active Lifestyle	ALES1.6 Develops a repertoire of physical activities in which they can participate.	ALS1.6 Participates in physical activity, recognising that it can be both enjoyable and important for health.	Active Play Sensory Space
Dance	DAES1.7 Moves in response to various stimuli.	DAS1.7 Performs simple dance sequences incorporating basic movement skills and patterns.	Active Play Sensory Space Role Play
Games and Sports	GSES1.8 Demonstrates fundamental movement skills while playing with and sharing equipment.	GSS1.8 Performs fundamental movement skills with equipment in minor games.	Active Play Role Play
Interpersonal Relationships	IRES1.11 Identifies how individuals care for each other.	IRS1.11 Identifies the ways in which they communicate, cooperate and care for others.	Role Play Water Play



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Safe Living	SLES1.13 Demonstrates a developing awareness of the concepts of safe and unsafe living.	SLS1.13 Recognises that their safety depends on the environment and the behaviour of themselves and others.	Role Play
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### Creative Arts

Art forms and substrands	Early Stage 1	Stage 1	Mini Q zone where outcomes can be achieved
<b>Visual Arts</b>			
	VAES1.4 Communicates their ideas about pictures and other kinds of artworks.	VAS1.4 Begins to interpret the meaning of artworks, acknowledging the roles of artist and audience.	Role Play Sensory Space Space Lab
<b>Music</b>			
Performing	MUES1.1 Participates in simple speech, singing, playing and moving activities, demonstrating an awareness of musical concepts.	MUS1.1 Sings, plays and moves to a range of music, demonstrating an awareness of musical concepts.	All areas of Mini Q
Organising Sound	MUES1.2 Creates own rhymes, games, songs and simple compositions.	MUS1.2 Explores, creates, selects and organises sound in simple structures	Sensory Space
Listening	MUES1.4 Listens to and responds to music.	MUS1.4 Responds to a range of music, expressing likes and dislikes and the reasons for these choices.	Sensory Space



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<b>Drama</b>			
Making	DRAES1.1 Uses imagination and the elements of drama in imaginative play and dramatic situations.	DRAS1.1 Takes on roles in drama to explore familiar and imagined situations.	Role Play Sensory Space Space Lab
		DRAS1.2 Conveys story, depicts events and expresses feelings by using the elements of drama and the expressive skills of movement and voice.	Role Play Sensory Space Space Lab
Performing	DRAES1.3 Dramatises personal experiences using movement, space and objects.	DRAS1.3 Interacts collaboratively to communicate the action of the drama with others.	Role Play Sensory Space Space Lab
Appreciating	DRAES1.4 Responds to dramatic experiences.	DRAS1.4 Appreciates dramatic work during the making of their own drama and the drama of others.	Role Play Sensory Space Space Lab
<b>Dance</b>			
Performing	DAES1.1 Participates in dance activities and demonstrates an awareness of body parts, control over movement and expressive qualities.	DAS1.1 Performs dances demonstrating expressive qualities and control over a range of locomotor and non-locomotor movement.	Active Play Role Play
Composing	DAES1.2 Explores movement, using the elements of dance in response to a stimulus to express ideas, feelings or moods.	DAS1.2 Explores and selects movement, using the elements of dance to express ideas, feelings or moods.	Active Play