

Unit outcomes

Science outcomes

Staying alive is an Early Stage 1 unit. Unit outcomes have been identified for Level 1 and Level 2 of the *National Scientific Literacy Progress Map*, allowing teachers to cater for the range of abilities in the first year of schooling. Summative assessment will need to take account of the levels of achievement expected for a cohort of students. Summative assessment of conceptual learning outcomes (c) occurs in the *Evaluate* phase and summative assessment of the investigating outcomes (i) occurs in the *Elaborate* phase.

Level 1

- c Identify the basic needs for a human to survive such as air, food, water and shelter.
- c Identify the basic needs for an animal to survive such as air, food, water and shelter.
- c Identify the senses and describe how each sense helps us.
- i Follow directions to conduct simple investigations of the amount of water consumed by an animal and by humans.
- i Make and share observations.

Level 2

- c Identify similarities in the basic needs of an animal and a human.
- c Identify differences in the basic needs of an animal and a human.
- c Use the senses to respond to and describe a stimulus.
- i Identify a variable that could be investigated in relation to the needs of an animal.
- i Make and record observations.

Literacy focuses

Staying alive engages students in activities that reflect the mutually supportive relationship between science and literacy. Learning activities are designed to explicitly introduce the literacy focuses and to provide students with the opportunity to use them as they think about and represent their understanding of science.

The interdependence of science and literacy is demonstrated throughout the unit when students participate in discussions and use talk to: inquire, report on observations, clarify understanding and reflect on experience. The use of gestures and oral, written and visual language to relate science to students' personal worlds is another important aspect.

The literacy focuses identified for *Staying alive* are:

- tables
- science journals
- ideas maps
- word walls
- T-charts
- storyboards
- sorting diagrams
- graphs.