

Critical Thinking Curriculum for IDAT

STAGE	SKILL	CODE	OUTCOMES
3-6	Assumption	CT1.1	Student can determine if a statement is an assumption or fact based on evidence presented.
	Inferences	CT1.2	Student can assess whether knowledge is sufficient and reliable.
	Interpretation	CT1.3	Student can conclude meaning of processed information
	Deduction	CT1.4	Student can follow one or more factual statements through to a logical conclusion
	Evaluation of Argument	CT1.5	Student can determine value of arguments based upon quality, point of view and evidence presented.
	Critical Analysis	CT2.1	Student can analyse sources and content presented to know value, point of view or quality.
	Critical Reflection	CT2.2	Student can determine personal bias and use logical and abstract information to explain own opinion.
	Critical Expression	CT2.3	Student has mastery of language to present own thoughts and ideas effectively for age/stage of study.

Logic Outcomes

Stage	Code	Outcome
1	L1.1	connect and order number names, numerals and groups of objects using numbers up to two digits
	L1.2	describe and continue patterns
	L1.3	identify quantities such as more, less and the same in everyday comparisons
	L1.4	sequence familiar actions and events using the everyday language of time
2	L1.1	model, represent, order and use numbers up to four digits
	L1.2	visualise, sort, identify and describe symmetry, shapes and angles in the environment
	L1.3	verbal reasoning. Can read and deduce how facts are ascertained
3	L1.1	identify and describe routes and locations, using grid reference systems and directional language such as north or north east
	L1.2	model, represent, order and use numbers up to five digits

	L1.3	solve problems and check calculations using efficient mental and written strategies
	L1.4	create simple financial plans, budgets and cost predictions – AND convert between 12- and 24-hour systems to solve time problems, interpret and use timetables from print and digital sources
4	L1.1	solve complex problems by estimating and calculating using efficient mental, written and digital strategies
	L1.2	compare, order and use positive and negative numbers to solve everyday problems
	L1.3	visualise and describe the proportions of percentages, ratios and rates
	L1.4	Evaluate language and words to find patterns and meaning
5	L1.1	visualise, describe and analyse the way shapes and objects are combined and positioned in the environment for different purposes
	L1.2	evaluate financial plans to support specific financial goals
	L1.3	use 12- and 24-hour systems within a multiple timezone to solve time problems, use large and small timescales in complex contexts and place historical and scientific events on an extended timescale
	L1.4	Logic questions, using nonsense words that prove truths based on statements
6	L1.1	Logic questions using up to five variables elements

	L1.2	Using word order and logic to deduce meaning of nonsense words
	L1.3	Using probability and problem solving to work out logical word problems

Science Outcomes

Stage	Code	Outcome
1	1.1	identifies that materials can be changed or combined
	1.2	recognises observable changes occurring in the sky and on the land and identifies Earth's resources
	1.3	describes common forms of energy and explores some characteristics of sound energy
2	2.1	describes how contact and non-contact forces affect an object's motion
	2.2	describes how agricultural processes are used to grow plants and raise animals for food, clothing and shelter

	2.3	compares features and characteristics of living and non-living things
3	3.1	explains how food and fibre are produced sustainably in managed environments for health and nutrition
	3.2	explains the effect of heat on the properties and behaviour of materials
	3.3	explains how energy is transformed from one form to another
4	4.1	investigates a variety of chemical changes
	4.2	explores the interactions of living things with each other and the environment
	4.3	identifies features of the Earth
5	5.1	explains how advances in scientific understanding of processes that occur within and on the Earth, influence the choices people make about resource use and management
	5.2	relates the structure and function of living things to their classification, survival and reproduction

	5.3	applies models, theories and laws to explain situations involving energy, force and motion
6	6.1	develop knowledge and understanding of the structure and function of organisms and develop knowledge and understanding of heredity and genetic technologies
	6.2	develop knowledge and understanding of the fundamentals of chemistry and develop knowledge and understanding of equilibrium and acid reactions
	6.3	develop knowledge and understanding of advanced mechanics and electromagnetism

Technology Outcomes

Stage	Code	Outcome
1	1.1	To understand the purpose of familiar products, services and environments and how they meet a range of present needs.
	1.2	To understand the types of digital technologies to be used in classroom and rules, guidelines and acceptable use thereof.
2	2.1	To understand how social, technical and sustainability factors influence the design of solutions to meet present and future needs.

	2.2	To understand social rules and behaviour for using the internet and knowing how to secure digital information.
3	3.1	To understand characteristics and properties of a range of materials, systems, components, tools and equipment and evaluate the impact of their use
	3.2	To understand the value of sources and reliability of information on the internet. To be able to protect privacy in computer usage.
4	4.1	to identify the legal obligations regarding the ownership and use of digital products and apply some referencing conventions
	4.2	To use ICT effectively to record ideas, represent thinking and plan solutions
5	5.1	to identify and value the rights to identity, privacy and emotional safety for themselves and others when using ICT and apply generally accepted social protocols when using ICT to collaborate with local and global communities
	5.2	To use appropriate ICT to collaboratively generate ideas and develop plans
6	6.1	To explain how products, services and environments evolve with consideration of preferred futures and the impact of emerging technologies on design decisions knowledge, understanding and appreciation of the interrelationship of design, technology, society and the environment
	6.2	To design, modify and manage complex digital solutions, or multimodal creative outputs or data transformations for a range of audiences and purposes