

Coverage of VELS Level 6

The content and activities in *Jump Start 9 & 10* have been designed to allow students to meet the Victorian Essential Learning Standards for Level 6. Below you will find a grid outlining how the activities link not only to the Physical, Personal and Social Learning Strand, but also to the Interdisciplinary Learning Strand. Please visit our teacher website at www.cambridge.edu.au/education/teacher for more details on how this comprehensive VELS resource addresses the key elements of the Standards as well as the progression points for Health and Physical Education.

Strand	Domain	Dimension	Activities									
			Ch. 1	Ch. 2	Ch. 3	Ch. 4	Ch. 5	Ch. 6	Ch. 7	Ch. 8	Ch. 9	Ch. 10
Physical, Personal and Social Learning	Interpersonal Development (ID)	Building social relationships	1.3		3.5		5.13	6.17	7.4, 7.6, 7.7, 7.9			
		Working in teams		2.13	3.5		5.7, 5.8, 5.13	6.3, 6.9, 6.10, 6.16	7.2, 7.4, 7.6, 7.7, 7.8, 7.9, 7.10	8.3, 8.7	9.2, 9.3, 9.5	10.2, 10.3
	Personal Learning (PL)	The individual learner	1.3	2.13	3.4, 3.8		5.4, 5.8, 5.13, 5.14	6.3, 6.7, 6.9, 6.13, 6.14	7.2, 7.3, 7.4, 7.5, 7.6, 7.7, 7.8, 7.9,	8.3, 8.5, 8.10	9.2, 9.5	10.1, 10.2, 10.4
		Managing personal learning			3.4, 3.5				7.6, 7.7, 7.9	8.8, 8.9	9.5	10.2
	Civics and Citizenship (CC)	Civic knowledge and understanding			3.17, 3.18	4.4	5.14					
		Community engagement				4.3, 4.4, 4.5, 4.6, 4.8	5.14, 5.16, 5.17	6.15, 6.16		8.14		

Strand	Domain	Dimension	Activities									
			Ch. 1	Ch. 2	Ch. 3	Ch. 4	Ch. 5	Ch. 6	Ch. 7	Ch. 8	Ch. 9	Ch. 10
Interdisciplinary Learning	Communication (C)	Listening, viewing and responding	1.2, 1.3, 1.9, 1.10, 1.11, 1.12	2.3, 2.8, 2.10, 2.12, 2.13	3.2, 3.8, 3.9	4.2, 4.6, 4.7	5.1, 5.6, 5.7, 5.8, 5.10	6.1, 6.8, 6.10, 6.12, 6.15, 6.16	7.2, 7.4, 7.6, 7.8, 7.10	8.2, 8.5, 8.7, 8.13	9.2, 9.5	10.2, 10.3, 10.5
		Presenting		2.2, 2.4, 2.13	3.5, 3.7, 3.10, 3.11	4.4	5.7, 5.11, 5.14, 5.16, 5.19	6.3, 6.12	7.2, 7.4, 7.6, 7.7, 7.9	8.3, 8.9		10.2, 10.3, 10.4, 10.5
	Information and Communications Technology (ICT)	ICT for visualising thinking	1.7	2.14		4.6		6.13, 6.16		8.11		
		ICT for creating										
		ICT for communicating	1.11	2.3	3.3, 3.12, 3.15	4.2, 4.5, 4.9, 4.14	5.5, 5.7, 5.14, 5.18	6.5, 6.7, 6.21	7.10	8.4, 8.15	9.4	10.3, 10.4
	Thinking Processes (TP)	Reasoning, processing and inquiry	1.1, 1.4, 1.5, 1.6, 1.7, 1.8, 1.9, 1.11, 1.12, 1.13, 1.14	2.1, 2.2, 2.3, 2.4, 2.5, 2.6, 2.7, 2.8, 2.9, 2.10, 2.11, 2.12, 2.13, 2.14	3.1, 3.2, 3.3, 3.4, 3.5, 3.6, 3.7, 3.8, 3.9, 3.10, 3.11, 3.12, 3.13, 3.14, 3.15, 3.16, 3.17, 3.18	4.1, 4.2, 4.3, 4.4, 4.5, 4.6, 4.7, 4.8, 4.9	5.1, 5.2, 5.3, 5.4, 5.5, 5.6, 5.8, 5.9, 5.10, 5.12, 5.13, 5.14, 5.15, 5.16, 5.17, 5.18, 5.19	6.2, 6.4, 6.5, 6.6, 6.7, 6.8, 6.9, 6.11, 6.12, 6.13, 6.18, 6.19, 6.20, 6.21	7.1, 7.2, 7.3, 7.4, 7.5, 7.6, 7.7, 7.8, 7.9, 7.10	8.1, 8.2, 8.4, 8.5, 8.6, 8.8, 8.10, 8.11, 8.12, 8.13, 8.14, 8.15	9.1, 9.2, 9.4, 9.5	10.1, 10.2, 10.3, 10.4, 10.5
		Creativity		2.4, 2.5, 2.7, 2.13	3.7, 3.9, 3.13	4.5	5.5, 5.6, 5.13, 5.14	6.2, 6.4, 6.5, 6.7, 6.15, 6.16	7.4, 7.7, 7.9	8.10		10.2
		Reflection, evaluation and metacognition	1.6, 1.7, 1.8	2.4, 2.5	3.9, 3.12, 3.19	4.4, 4.6	5.5, 5.8	6.7, 6.15, 6.16		8.6, 8.9	9.3	10.1