## Trash or Treasure

Key Learning Program:	Subject: Exploration, Challenge, Environmental Connections
Resilience	

Minimum time allocation: 1.5hr

Learning intention: To develop an understanding of the impact of waste on the environment

**Success Criteria: I can care for an environment** 

Activities for developing	Blackwood Staff	Classroom Staff	Resources
concepts and understanding			
- Discuss waste and rubbish	<ul> <li>Whose responsibility is rubbish?</li> <li>Where does it come from and go?</li> <li>Should you pick up rubbish you didn't drop?</li> <li>Should we recycle?</li> <li>Should we buy new things all the time?</li> <li>What do you feel when looking at these pictures?</li> <li>After looking at those pictures does anyone want to change their answers?</li> </ul>	-Set up remote learning area where students can listen and interact.	- Pictures of areas that are full of rubbish (Blackwood staff to display)
- Scavenger Hunt	<ul> <li>Discuss bush area at school.</li> </ul>	- Supervise students in bushland area	<ul><li>Camera</li><li>Scavenger hunt list</li><li>Buckets, bags for collecting</li></ul>

	<ul> <li>Challenge is to clean it up, through a scavenger hunt.</li> <li>You are going to reuse things you find that aren't gross</li> </ul>		- Gloves for protection
- Build a model to give the waste a new life	<ul> <li>Direct the purpose of building to highlight reusing</li> </ul>	<ul> <li>Supervise students building a sculpture</li> </ul>	<ul> <li>Rope, Tape, Screws, Nuts,</li> <li>Nails, cable ties, glue</li> <li>Drill, Hammer</li> </ul>

## **Victorian Curriculum Links**

CURRICULUM	F-2		
LEVEL			
Learning Area/Capability		Geography	
Strand and Sub	- strand	Geographical Knowledge	
Content Descriptor	Reasons why some places are special and some places are important to people and how they can be looked after (VCGGK069)		
Achievement	Students describe different ways that places can be cared for.		
Standard			
Learning Area/Capability		PE and Health	
Strand and Sub - strand		Movement and Physical activity, Learning through movement	
Content Descriptor	FOUNDATION: Propose a range of alternatives and test their effectiveness when solving movement challenges		
	(VCHPEM086)		
	<b>1&amp;2:</b> Apply innovative and creative thinking in solving movement challenges (VCHPEM103)		
Achievement	FOUNDATION: Students perform fundamental movement skills and solve movement challenges		
Standard			

	<b>1&amp;2:</b> Students demonstrate fundamental movement skills in different movement situations and test alternatives to solve
	movement challenges.