ELSA and the Australian Curriculum for Foundation

The Early Learning STEM Australia (ELSA) program has been developed by SPLAT Maths to map to the Australian Curriculum for Foundation. Each activity in our ELSA children's apps map to various content descriptors from the Australian Curriculum for Foundation.

Below is a list of content descriptors covered in the ELSA program:

Number and Algebra

- Establish understanding of the language and processes of counting by naming numbers in sequences, initially to and from 20, moving from any starting point (ACMNA001)
- Sort and classify familiar objects and explain the basis for these classifications. Copy, continue and create patterns with objects and drawings (ACMNA005)
- Compare, order and make correspondences between collections, initially to 20, and explain reasoning (ACMNA289)

Measurement and Geometry

- Use direct and indirect comparisons to decide which is longer, heavier or holds more, and explain reasoning in everyday language (ACMMG006)
- Connect days of the week to familiar events and actions (ACMMG008)
- Describe position and movement (ACMMG010)

Statistics and Probability

- Answer yes/no questions to collect information and make simple inferences (ACMSP011)

Science Understanding

- Living things have basic needs including food and water (ACSSU002)
- Objects are made of materials that have observable properties (ACSSU003)
- The way objects move depends on a variety of factors, including their size and shape (ACSSU005)

Science Inquiry skills

- Participate in guided investigations and make observations using the senses (ACSIS011)
- Share observations and ideas (ACSIS012)
- Pose and respond to questions about familiar objects and events (ACSIS014)
- Engage in discussions about observations and represent ideas (ACSIS233)

Science as a Human Endeavour

- Science involves observing, asking questions about, and describing changes in, objects and events (ACSHE013)

Digital Technologies Knowledge and Understanding

- Recognise and explore digital systems (hardware and software components) for a purpose (ACTDIK001)
- Recognise and explore patterns in data and represent data as pictures, symbols and diagrams (ACTDIK002)

Digital Technologies Processes and Production skills

- Collect, explore and sort data, and use digital systems to present the data creatively (ACTDIP003)
- Follow, describe and represent a sequence of steps and decisions needed to solve simple problems (ACTDIP004)

Design and Technologies Processes and Production skills

Generate, develop and record design ideas through describing, drawing and modelling (ACTDEP006)
Sequence steps for making designed solutions and working collaboratively (ACTDEP009)