

ELSA and WA Pre-Primary Curriculum

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

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 ([AC SIS011](#))
- Share observations and ideas ([AC SIS012](#))
- Pose and respond to questions about familiar objects and events ([AC SIS014](#))
- Engage in discussions about observations and represent ideas ([AC SIS233](#))

Science as a Human Endeavour

- Science involves observing, asking questions about, and describing changes in, objects and events ([AC SHE013](#))



Digital Technologies Knowledge and Understanding

- Digital systems (hardware and software) are used at home, in the school and in the community ([ACTDIK001](#))
- Data can have patterns and can be represented as pictures and symbols ([ACTDIK002](#))

Digital Technologies Processes and Production skills

- Collect and use data of any kind ([ACTDIP003](#))
- Use data to complete a task ([ACTDIP003](#))
- Generate and record design ideas through describing, drawing, modelling and/or a sequence of written or spoken steps ([WATPPS02](#))
- Use given components and equipment to safely make simple solutions ([WATPPS03](#))
- Work independently, or with others when required, for solutions ([WATPPS05](#))