



**Victorian Essential Learning Standards  
Level 3  
Middle Primary Years 3&4**

Links to the [Victorian Essential Learning Standards](#) provided in the following table support elements of the Standards for each Domain.

Strand	Domain	Dimension	What is Physical Fitness?	Feeling the Effects!	First Healthy Eating Habit	Mastering Skills	Modified Sports	Getting Active!	Sugar, Glucose, Fructose.....	In the Neighbourhood
<a href="#">Physical, Personal and Social Learning</a>	<a href="#">Health and Physical Education</a>	Movement and physical activity		*		*	*	*		
		Health knowledge and promotion	*		*			*	*	*
	<a href="#">Interpersonal Development</a>	Building social relationships					*			
		Working in teams	*			*	*	*	*	
	<a href="#">Personal Learning</a>	The individual learner	*	*	*	*	*	*	*	*
		Managing personal learning	*	*	*	*	*	*	*	*
<a href="#">Civics and Citizenship</a>	Civics knowledge & understanding									
	Community engagement				*			*	*	*
<a href="#">Discipline-based Learning</a>	<a href="#">The Arts</a>	Creating and making			*			*		
		Exploring and responding								
	<a href="#">English</a>	Reading	*		*				*	*
		Writing	*	*				*	*	*
		Speaking and listening	*	*	*	*	*	*	*	*
	<a href="#">Humanities</a>	Humanities knowledge and understanding								
		Humanities skills						*		*
	<a href="#">Mathematics</a>	Number		*	*			*		
		Space						*		*
		Measurement, chance and data		*			*	*	*	
		Structure								
	<a href="#">Science</a>	Working mathematically								
Science knowledge and understanding		*	*			*				
		Science at work								



<u>Interdisciplinary Learning</u>	<u>Communication</u>	Communication (taken from Learning Focus)	*	*	*	*	*	*	*	*	*
	<u>Design, Creativity and Technology</u>	Investigating and designing									
		Producing									
		Analysing and evaluating									
	<u>Information &amp; Communications Technology (ICT)</u>	ICT for visualising thinking									*
		ICT for creating									*
		ICT for communicating									
	<u>Thinking</u>	Reasoning, processing and inquiry		*	*	*		*		*	*
		Creativity							*		
		Reflection, evaluation and metacognition			*					*	*

