

## Curriculum Alignment

Our VR applications are built from the ground up to align with Version 9 of the Australian Curriculum, ensuring that every experience supports real classroom outcomes. Here's how we align each experience with teaching and learning needs:

- **Mapped to Specific Content Descriptions:** Every app clearly links to key content descriptors across learning areas such as *Digital Technologies, Science, Mathematics, and Design and Technologies*. For example, our 3D Computer Vision app supports AC9TDI8K01, helping students explore how digital systems sense and respond to their environment.
- **Learning Through Doing:** Each activity encourages active participation and problem-solving, with built-in tasks that align with the 'Know', 'Understand', and 'Do' structure of the curriculum. This promotes deep understanding of abstract concepts through experiential learning.
- **Teacher-Ready:** Our website includes a detailed curriculum alignment document that clearly shows how each VR application links to the Australian Curriculum. It outlines the relevant content descriptions, explains what students are doing in VR to meet those outcomes, and identifies the key learning areas connected to the experience. This makes it easy for teachers to understand how each app supports curriculum delivery and student learning.
- **Supports Assessment:** Tasks within the app are designed to generate observable outcomes that align with formative assessment strategies. This helps teachers evaluate understanding and skill development during or after the session.

## Curriculum Integration and School Planning Alignment

By aligning to the Australian Curriculum at every level—from activity design to teacher support—our VR applications make it easy for schools to deliver meaningful, curriculum-based immersive learning with confidence. Each app is designed to integrate seamlessly into a school's planning structures, supporting:

- **Whole-school planning:** by aligning with strategic curriculum goals and priority learning areas (e.g., STEM, Digital Technologies, General Capabilities)
- **Year-level and unit planning:** through curriculum mapping that links VR activities directly to relevant content descriptions, achievement standards, and cross-curricular priorities
- **Lesson-level delivery:** with scaffolded, student-led activities that provide real-time engagement, formative assessment opportunities, and rich learning experiences

Our curriculum alignment also supports commonly used school planning documents, including:

- **Scope and sequence charts**
- **Curriculum maps**
- **Program overviews**
- **Assessment schedules**
- **Teaching and learning plans**

By bridging immersive technology with these planning frameworks, our VR apps help teachers confidently integrate future-focused learning into everyday teaching—without losing alignment to curriculum goals or reporting requirements.

# Earth, Moon & Sun

Science, Earth & Space Sciences

Year 7

## Content Description

Model cyclic changes in the relative positions of the Earth, sun and moon and explain how these cycles cause eclipses and influence predictable phenomena on Earth, including seasons and tides [AC9S7U03](#)

## VR Learning Activities

**Controlling the Moon's Orbit:** Students manipulate a 3D model of the Moon to control its orbit around the Earth, exploring how this motion creates the various phases of the Moon.

**Experiencing Earth's Orbit Around the Sun:** Students observe the Earth's journey around the Sun, with real-time data showcasing how this motion determines the months, seasons, and tidal changes throughout the year. Graphical visualizations help students see the connection between Earth's tilt, orbit, and seasonal patterns.

**Simulating Eclipses:** Using interactive controls, students adjust the positions of the Earth, Moon, and Sun to trigger and highlight solar and lunar eclipses. Informative content displays key concepts, such as the alignment required for each type of eclipse.

**Analysing Tidal Patterns:** Students visualize and analyse how the gravitational pull of the Moon and Sun influences tidal levels on Earth at different times of the month.

**Assessment and Reflection:** During the lesson students engage in answering questions to gauge their understanding of the lesson's concepts.

## Key Learning Areas

**Critical and Creative Thinking:** Students analyse and model celestial relationships, predict phenomena, and explore solutions through simulation.

**Scientific Inquiry:** Engaging in the process of questioning, modelling, and explaining scientific phenomena using interactive tools.

**Digital Literacy:** Using VR technology to interact with and manipulate models, analyse real-time data, and interpret visualizations.

**Numeracy:** Interpreting data on tides, seasons, and orbital cycles, and recognizing patterns within celestial systems.