# Mapping the general capabilities

Years 3–4

## **Overview**

The general capabilities are designed to be developed within and through the discipline-specific content of the eight learning areas. Within the Australian Curriculum, icons have been used in content descriptions to identify where general capabilities meaningfully align with learning area content.

The following table maps the alignment between content descriptions and general capabilities in Years 3–4. Teachers can use their professional judgment in determining where to integrate the general capabilities with learning area content. Not all identified alignments need to be included when planning and teaching. Additional alignment beyond what is represented in the following table is also possible.



## ACiQ v9.0

## Mapping of general capabilities in Years 3–4 content descriptions

General	Element	Learning area/subject												
capability				ion			Science	Technologies		The Arts				
		English	HASS	Health and Physical Education	Languages	Mathematics		Design and Technologies	Digital Technologies	Dance	Drama	Media Arts	Music	Visual Arts
Critical and creative thinking	Inquiring		3, 4	3, 4	3, 4	3, 4	3, 4	3, 4						3, 4
	Generating	3, 4		3, 4		3, 4	3, 4	3, 4	3, 4	3, 4	3, 4		3, 4	3, 4
	Analysing		3, 4	3, 4	3, 4	3, 4	3, 4	3, 4	3, 4					3, 4
	Reflecting	3		3, 4			3, 4							3, 4
Digital literacy	Practising digital safety and wellbeing			3, 4					3, 4			3, 4		
	Investigating					3	3, 4		3, 4					
	Creating and exchanging					4	3, 4	3, 4	3, 4			3, 4		
	Managing and operating					4	3, 4	3, 4	3, 4			3, 4		

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General capability	Element	Learning area/subject												
			HASS Health and Physical Education	ion	Languages	Mathematics	Science	Technologies		The Arts				
		English		Health and Physical Educat				Design and Technologies	Digital Technologies	Dance	Drama	Media Arts	Music	Visual Arts
Ethical understanding	Understanding ethical concepts and perspectives		3, 4	3, 4					3, 4					
	Responding to ethical issues		3, 4	3, 4					3, 4					
Intercultural understanding	Reflecting on culture and cultural diversity		3, 4	3, 4	3, 4					3, 4	3, 4	3, 4	3, 4	3, 4
	Engaging with cultural and linguistic diversity	3, 4	3, 4	3, 4	3, 4					3, 4	3, 4	3, 4	3, 4	3, 4
	Navigating intercultural contexts		3, 4		3, 4					3, 4	3, 4	3, 4	3, 4	3, 4
Literacy	Speaking and listening	3, 4	3, 4	3, 4	3, 4		3, 4		3, 4	3, 4	3, 4	3, 4	3, 4	3, 4
	Reading and viewing	3, 4	3, 4	3, 4	3, 4			3, 4				3, 4		
	Writing	3, 4	3, 4		3, 4			3, 4	3, 4			3, 4		

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General capability	Element	Learning area/subject												
				tion			Science	Technologies		The Arts				
		English	HASS	Health and Physical Education	Languages	Mathematics		Design and Technologies	Digital Technologies	Dance	Drama	Media Arts	Music	Visual Arts
Numeracy	Number sense and algebra					3, 4			3, 4					
	Measurement and geometry					3, 4	3, 4	3, 4	3, 4					
	Statistics and probability					3, 4	3, 4		3, 4					
Personal and social capability	Self-awareness			3, 4						3, 4			3, 4	3, 4
	Self-management			3, 4				3, 4		3, 4	3, 4		3, 4	3, 4
	Social awareness		3, 4	3, 4										
	Social management	3, 4	3, 4	3, 4	3, 4		3, 4	3, 4	3, 4	3, 4	3, 4		3, 4	3, 4

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