Subject | Stage 1 Child Studies – Semester 1  
Teacher | Madeline Gale

**Course Content**
The program has a focus on developing students’ understanding of a range of issues related to the growth, health, and wellbeing of children, and in particular on developing students’ ability to apply knowledge and problem solving skills, and to collaborate with others to support the health and wellbeing of children. Students have opportunities to develop their knowledge, understanding, and skills through a range of activities inside and outside of class such as excursions, interacting with guest speakers, and working with young children.

**Topics covered are:**
- Gender typing and inclusivity
- The nature of play
- Children’s health and nutrition
- Political and legal implications
- Children’s safety and accident prevention
- Food additives and effects on behaviour
- Implication of technology on childhood health and well-being
- Economic and environmental influences
- Global, religious and cultural perspectives

**Assessment**
Assessments enable students to demonstrate evidence of their learning individually and in groups using a range of modes that cater for students’ abilities and learning styles.

**Assessment One:** Students research gender typing design and create a toy, resource or learning aid that promotes gender inclusivity.

**Assessment Two:** Students research the issue of family constructs and childhood obesity using a range of contemporary resources to focus on how parents can address healthy eating in the family setting. Students are assessed on a kitchen practical catering to a specific scenario.

**Assessment Three:** Students research children’s safety, wellbeing and preventing accidents. They write a children book promoting children’s’ safety.

**Assessment Four:** Students research food additives and its effect on behaviour. They work individually to design and create a suitable canteen item.

**Assessment Five:** Students research the effects and implications of technology on children. They design and produce a game/activity promoting physical activity.

**Assessment Six:** Students research environmental impacts to then, design and produce a recipe and educational product.

**Assessment Seven:** Students investigate a contemporary issue of their choice, which is assessed externally.