

WHERE DO I BELONG?

Curriculum link guide

Australian Curriculum (P–10), v9.0			
Year level	Learning area	Content descriptions	Content details
Prep	Visual Arts, Music and Media Arts	Exploring and responding	Explore how and why the arts are important for people and communities (AC9AVAFE01), (AC9AMUFE01), (AC9AMAFE01)
		Developing practice and skills	Use play, imagination, arts knowledge, processes and/or skills to discover possibilities and develop ideas (AC9AVAFD01), (AC9AMUFD01), (AC9AMAFD01)
		Creating and making	Create arts works that communicate ideas (AC9AVAF01), (AC9AMUFC01), (AC9AMAF01)
		Presenting and performing	Share their arts works with audiences (AC9AVAFP01), (AC9AMUFP01), (AC9AMAFP01)
Year 1 & 2	Visual Arts	Exploring and responding	Explore where, why and how people across cultures, communities and/or other contexts experience visual arts (AC9AVA2E01)
			Explore examples of visual arts created by First Nations Australians (AC9AVA2E02)
		Developing practice and skills	Experiment and play with visual conventions, visual arts processes and materials (AC9AVA2D01)
		Creating and making	Use visual conventions, visual arts processes and materials to create artworks (AC9AVA2C01)
		Presenting and performing	Share artworks and/or visual arts practice in informal settings (AC9AVA2P01)
	Music	Exploring and responding	Explore where, why and how people across cultures, communities and/or other contexts experience music (AC9AMU2E01)
			Explore examples of music composed and/or performed by First Nations Australians (AC9AMU2E02)

		Developing practice and skills	Develop listening skills and skills for singing and playing instruments (AC9AMU2D01)	
		Creating and making	Select and combine elements of music when composing and practising music for performance (AC9AMU2C01)	
		Presenting and performing	Sing and play music in informal settings (AC9AMU2P01)	
	Media Arts	Exploring and responding	Explore where, why and how people across cultures, communities and/or other contexts experience media arts (AC9AMA2E01)	
			Explore examples of media arts produced and/or distributed by First Nations Australians (AC9AMA2E02)	
		Developing practice and skills	Explore ways of using media technologies responsibly to capture and organise images, sounds, text and/or interactive elements (AC9AMA2D01)	
		Creating and making	Use media languages and media technologies to construct representations (AC9AMA2C01)	
		Presenting and performing	Share media arts works with audiences in informal settings (AC9AMA2P01)	
	Year 3 & 4	Visual Arts	Exploring and responding	Explore where, why and how visual arts are created and/or presented across cultures, times, places and/or other contexts (AC9AVA4E01)
				Explore how First Nations Australians use visual arts to communicate their connection to and responsibility for Country/Place (AC9AVA4E02)
Developing practice and skills			Experiment with a range of ways to use visual conventions, visual arts processes and materials (AC9AVA4D01)	
Creating and making			Use visual conventions, visual arts processes and materials to create artworks that communicate ideas, perspectives and/or meaning (AC9AVA4C01)	
Presenting and performing			Share and/or display artworks and/or visual arts practice in informal settings (AC9AVA4P01)	
Music		Exploring and responding	Explore where, why and how music is composed and/or performed across cultures, times, places and/or other contexts (AC9AMU4E01)	

			Explore how First Nations Australians use music to communicate their connection to and responsibility for Country/Place (AC9AMU4E02)
		Developing practice and skills	Develop listening skills and skills for manipulating elements of music when singing and playing instruments (AC9AMU4D01)
		Creating and making	Manipulate elements of music to communicate ideas, perspectives and/or meaning when composing and practising for performance (AC9AMU4C01)
		Presenting and performing	Sing and play music they have learnt and/or composed in informal settings (AC9AMU4P01)
	Media Arts	Exploring and responding	Explore where, why and how media arts is created and/or distributed across cultures, times, places and/or other contexts (AC9AMA4E01)
			Explore how First Nations Australians use media arts to communicate their connection to and responsibility for Country/Place (AC9AMA4E02)
		Developing practice and skills	Develop media production skills by exploring ways of shaping ideas using media technologies, images, sounds, text and/or interactive elements (AC9AMA4D01)
		Creating and making	Use media languages, media technologies and production processes to construct representations that communicate ideas, perspectives and/or meaning (AC9AMA4C01)
		Presenting and performing	Share media arts works in informal settings considering responsible media practice (AC9AMA4P01)
		Year 5 & 6	Visual Arts
Explore ways that First Nations Australians use visual arts to continue and revitalise cultures (AC9AVA6E02)			
Developing practice and skills	Experiment with, document and reflect on ways to use a range of visual conventions, visual arts processes, and materials (AC9AVA6D01)		
Creating and making	Use visual conventions, visual arts processes and materials to plan and create artworks that communicate ideas, perspectives and/or meaning (AC9AVA6C01)		

		Presenting and performing	Select and present documentation of visual arts practice, and display artworks in informal and/or formal settings (AC9AVA6P01)
	Music	Exploring and responding	Explore ways that the elements of music are combined in music across cultures, times, places and/or other contexts (AC9AMU6E01)
			Explore ways First Nations Australians use music to continue and revitalise culture (AC9AMU6E02)
		Developing practice and skills	Develop listening/aural skills and skills for manipulating elements of music to achieve expressive effects when composing, singing and playing instruments (AC9AMU6D01)
		Creating and making	Manipulate elements of music and use compositional devices to communicate ideas, perspectives and/or meaning when composing and practising music for performance, and notate, document and/or record the music they compose (AC9AMU6C01)
		Presenting and performing	Perform music in a range of forms they have learnt and/or composed in informal and/or formal settings (AC9AMU6P01)
	Media Arts	Exploring and responding	Explore ways that media languages and media technologies are used in media arts works and practices across cultures, times, places and/or other contexts (AC9AMA6E01)
			Explore ways First Nations Australians use media arts to continue and revitalise cultures (AC9AMA6E02)
		Developing practice and skills	Develop media production skills to communicate ideas, perspectives and/or meaning through manipulation of media languages, including images, sounds, texts and/or interactive elements, and media technologies (AC9AMA6D01)
		Creating and making	Use media languages, media technologies and production processes to construct media arts works that communicate ideas, perspectives and/or meaning for specific audiences (AC9AMA6C01)
		Presenting and performing	Present media arts works in informal and/or formal settings using responsible media practice (AC9AMA6P01)
Year 7 & 8	Visual Arts	Exploring and responding	Investigate ways that visual conventions, visual arts processes and materials are manipulated to represent ideas, perspectives and/or meaning in artworks created across cultures, times, places and/or other contexts (AC9AVA8E01)

			Investigate the diversity of First Nations Australians' artworks and arts practices, considering culturally responsive approaches to Indigenous Cultural and Intellectual Property rights (AC9AVA8E02)
		Developing practice and skills	Experiment with visual conventions, visual arts processes and materials to develop skills (AC9AVA8D01)
			Reflect on the ways that they and other artists respond to influences to inform choices they make in their own visual arts practice (AC9AVA8D02)
		Creating and making	Generate, document and develop ideas for artworks (AC9AVA8C01)
			Select and manipulate visual conventions, visual arts processes and/or materials to create artworks that represent ideas, perspectives and/or meaning (AC9AVA8C02)
		Presenting and performing	Curate and present examples of their visual arts practice to accompany exhibits of their artworks to communicate ideas, perspectives and/or meaning to audiences (AC9AVA8P01)
	Music	Exploring and responding	Investigate the ways that composers and/or performers use the elements of music and/or compositional devices in music composed across cultures, times, places and/or other contexts (AC9AMU8E01)
			Investigate the diversity of music composed and/or performed by First Nations Australians, considering culturally responsive approaches to Indigenous Cultural and Intellectual Property rights (AC9AMU8E02)
		Developing practice and skills	Develop and practise listening/aural skills and vocal and/or instrumental skills/techniques for manipulating elements of music to achieve expressive effects (AC9AMU8D01)
			Reflect on their own and others' music to inform choices they make as composers and performers about how they will manipulate elements of music and/or compositional devices (AC9AMU8D02)
		Creating and making	Interpret music in a variety of forms and/or styles, manipulating elements of music and employing relevant vocal/instrumental techniques (AC9AMU8C01)
			Compose using the elements of music and compositional devices to communicate ideas, perspectives and/or meaning,

			and notate, document and/or record the music (AC9AMU8C02)
		Presenting and performing	Perform music using relevant vocal and/or instrumental techniques and performance skills (AC9AMU8P01)
	Media Arts	Exploring and responding	Investigate the ways that media arts concepts are used in media arts works and practices across cultures, times, places and/or other contexts (AC9AMA8E01)
			Investigate the diversity of First Nations Australians' media arts works and practices, considering culturally responsive approaches to Indigenous Cultural and Intellectual Property rights (AC9AMA8E02)
		Developing practice and skills	Develop media production skills throughout the production process to construct representations using media languages and media technologies (AC9AMA8D01)
			Reflect on their own and others' media arts works and practices to inform choices they make during the production process (AC9AMA8D02)
		Creating and making	Design and structure media arts works to communicate ideas, perspectives and meaning for an intended audience (AC9AMA8C01)
			Apply production processes and use media arts concepts to construct representations and produce media arts works that communicate ideas, perspectives and/or meaning for specific audiences using responsible media practice (AC9AMA8C02)
	Presenting and performing	Present media arts works, using responsible media practices and considering potential relationships the work could create with audiences (AC9AMA8P01)	
	Year 9 & 10	Visual Arts	Exploring and responding
Investigate the ways that First Nations Australian artists celebrate and challenge multiple perspectives of Australian identity through their artworks and visual arts practice (AC9AVA10E02)			
Developing practice and skills			Experiment with visual conventions, visual arts processes and materials to refine skills and develop personal expression (AC9AVA10D01)

			Reflect on the way they and other visual artists respond to influences to inspire, develop and resolve choices they make in their own visual arts practice (AC9AVA10D02)
		Creating and making	Evaluate critical feedback when planning, developing and refining their visual arts practice (AC9AVA10C01)
			Select and manipulate visual conventions, visual arts processes and/or materials to create artworks that reflect personal expression, and represent and/or challenge, ideas, perspectives and/or meaning (AC9AVA10C02)
		Presenting and performing	Evaluate art exhibits to inform the curation and exhibition of their own and/or others' artworks and/or visual arts practice (AC9AVA10P01)
Music	Exploring and responding		Investigate composers' and/or performers' use of elements of music, compositional devices and/or vocal/instrumental techniques in music from a range of cultures, times, places and/or other contexts (AC9AMU10E01)
			Investigate the ways that First Nations Australian performers and/or composers celebrate and challenge multiple perspectives of Australian identity through music (AC9AMU10E02)
	Developing practice and skills		Develop, practise and refine the use of listening/aural skills and style-specific vocal instrumental skills/techniques to interpret music and communicate expressive effects (AC9AMU10D01)
			Reflect on their own and others' music to inform choices they make as composers and performers about how they will interpret and/or manipulate elements of music and/or compositional devices (AC9AMU10D02)
	Creating and making		Interpret music in a variety of forms and styles, manipulating the elements of music and/or compositional devices, and using style-specific vocal/instrumental techniques to communicate ideas, perspectives and/or meaning (AC9AMU10C01)
			Compose music, manipulating and combining elements of music and compositional devices relevant to chosen styles and/or forms to communicate ideas, perspectives and/or meaning and notate, document and/or record the music (AC9AMU10C02)
	Presenting and performing	Rehearse and present planned performances of music they have learnt and/or composed, using relevant	

			vocal/instrumental techniques and performance skills (AC9AMU10P01)
	Media Arts	Exploring and responding	Investigate the ways that media artists use media arts concepts to construct representations in media arts works and practices across cultures, times, places and/or other contexts (AC9AMA10E01)
			Investigate the ways First Nations Australian media artists and/or producers celebrate and challenge multiple perspectives of Australian identity through media arts (AC9AMA10E02)
		Developing practice and skills	Experiment with ways to construct representations that reflect ideas, perspectives and/or meaning, and/or use of media conventions, media languages and media technologies (AC9AMA10D01)
			Reflect on their own or others' media arts works and/or practices to refine and inform choices they make during stages of the production process (AC9AMA10D02)
		Creating and making	Design and structure media arts works that examine and communicate ideas, perspectives and/or meaning (AC9AMA10C01)
			Apply production processes and use media arts concepts to construct representations and produce media arts works that communicate ideas, perspectives and/or meaning, and confirm or challenge the expectations of specific audiences (AC9AMA10C02)
		Presenting and performing	Present media arts works to audiences and plan approaches for creating relationships with audiences if/when media arts works are distributed in selected personal, community and/or institutional contexts using responsible media practice (AC9AMA10P01)

Visual Arts in Practice (2024), v1.2 – Applied senior syllabus

Unit options	Unit objectives
Unit option A: Looking inwards (self)	<ol style="list-style-type: none"> 1. Use media, technologies and skills. 2. Plan figurative and/or non-figurative artworks that represent self. 3. Communicate ideas that represent self. 4. Evaluate artworks that represent self.

Unit option B: Looking outwards (others)	<ol style="list-style-type: none"> 1. Use media, technologies and skills. 2. Plan artworks that represent local, national or global issues. 3. Communicate ideas about local, national or global issues in a social space. 4. Evaluate artworks that comment on local, national or global issues.
Unit option C: Clients	<ol style="list-style-type: none"> 1. Use media, technologies and skills. 2. Plan commissioned artworks. 3. Communicate ideas that meet client needs and specifications. 4. Evaluate artwork proposals that respond to client needs and specifications.
Unit option D: Transform & extend	<ol style="list-style-type: none"> 1. Use media, technologies and skills. 2. Plan artworks that represent a developing style and/or practice and connections between the work of self and others. 3. Communicate ideas that show inspiration and developed style. 4. Evaluate artworks of a chosen practitioner and their influence on own works.

Visual Art (2025), v1.3 – General senior syllabus

Units	Unit objectives
Unit 1: Art as lens	<ol style="list-style-type: none"> 1. Implement ideas and representations to generate individual solutions for the depiction of the material world. 2. Apply literacy skills to communicate understanding of visual language, expression and meaning in the work of self and others. 3. Analyse and interpret art practices through the personal and contemporary contexts. 4. Evaluate influences to explore diverse figurative and non-figurative representations of the material world. 5. Justify representation of artists' personal viewpoints. 6. Experiment in response to artists' contemporary representations of people, place and/or objects. 7. Create visual responses using knowledge and understanding of a range of two-dimensional, three-dimensional and/or time-based media. 8. Realise responses to communicate meaning through multiple viewpoints.
Unit 2: Art as code	<ol style="list-style-type: none"> 1. Implement ideas and representations to decode artworks and communicate in visual forms. 2. Apply literacy skills to communicate understanding of visual language, expression and meaning in the work of self and others. 3. Analyse and interpret artworks and art practices through the formal and cultural contexts. 4. Evaluate influences to examine how diverse symbol systems are used by artists to communicate meaning. 5. Justify viewpoints using evidence of communication in artworks. 6. Experiment in response to symbol systems used by artists to communicate meaning. 7. Create visual responses with multiple meanings and representations using knowledge and understanding of media.

	<ol style="list-style-type: none"> 8. Realise responses to demonstrate how meaning is communicated through art forms.
Unit 3: Art as knowledge	<ol style="list-style-type: none"> 1. Implement ideas and representations to communicate knowledge gained through self-directed inquiry. 2. Apply literacy skills to communicate knowledge of art practices and individualised ideas. 3. Analyse and interpret visual language, expression and meaning in contemporary and traditional artworks and practices using the contemporary, personal, cultural and/or formal contexts. 4. Evaluate influences to inform student-directed making and responding. 5. Justify decisions and informed viewpoints using knowledge gained through self-directed inquiry. 6. Experiment with visual language, expression and media in response to a self-directed inquiry. 7. Create visual responses using knowledge and understanding of media gained through self-directed inquiry. 8. Realise responses to communicate meaning defined by the self-directed inquiry.
Unit 4: Art as alternate	<ol style="list-style-type: none"> 1. Implement ideas and representations that challenge, extend and refine existing knowledge. 2. Apply literacy skills to communicate knowledge of art practices and individualised ideas. 3. Analyse and interpret the impact of contemporary context on visual language, expression and meaning in artworks and art practices. 4. Evaluate influences to inform an alternate approach. 5. Justify new viewpoints and evolving ideas. 6. Experiment with familiar or alternate media to solve visual problems informed by research of contemporary art practice. 7. Create visual responses using knowledge and understanding of media to support alternate approaches. 8. Realise responses to communicate intended meaning.
<u>Arts in Practice (2024) v1.2 - Applied senior syllabus</u>	
Units	Unit objectives
Unit option A: Issues	<ol style="list-style-type: none"> 1. Use techniques, skills, technologies and/or media. 2. Plan arts works in local, state, national or global contexts and purposes. 3. Communicate ideas in arts works that comment on civic, political and/or social issues. 4. Evaluate arts works about current issues in relation to specified contexts and purposes.
Unit option B: Celebration	<ol style="list-style-type: none"> 1. Use techniques, skills, technologies and/or media. 2. Plan arts works in cultural contexts and reflecting community identity. 3. Communicate ideas in arts works for a community celebration or event. 4. Evaluate arts works in relation to a specified community celebration or event.

Unit option C: Clients	<ol style="list-style-type: none"> 1. Use techniques, skills, technologies and/or media. 2. Plan arts works in response to a brief (conditions, rules or directions). 3. Communicate ideas in arts works that meet client needs and/or specified conditions. 4. Evaluate arts works in relation to a specified brief or conditions.
Unit option D: Showcase	<ol style="list-style-type: none"> 1. Use techniques, skills, technologies and/or media. 2. Plan arts works in industry contexts and purposes. 3. Communicate ideas in arts works that reflect influences and showcase their artistic identity. 4. Evaluate arts works in relation to influences and artistic identity.

Media Arts in Practice (2024) v1.2 - Applied senior syllabus

Units	Unit objectives
Unit option A: Personal viewpoints	<ol style="list-style-type: none"> 1. Use media technologies and media techniques. 2. Plan media artworks that express viewpoints about societal issues. 3. Communicate ideas about societal issues. 4. Evaluate media artworks that express viewpoints about societal issues.
Unit option B: Representations	<ol style="list-style-type: none"> 1. Use media technologies and media techniques. 2. Plan media artworks for social media or gaming platforms. 3. Communicate ideas about representations. 4. Evaluate media artworks for social media or gaming platforms that include representations.
Unit option C: Community	<ol style="list-style-type: none"> 1. Use media technologies and media techniques. 2. Plan media artworks that celebrate or advocate for community or inform audiences. 3. Communicate ideas about a selected community. 4. Evaluate media artworks that celebrate or advocate for community or inform audiences.
Unit option D: Persuasion	<ol style="list-style-type: none"> 1. Use media technologies and media techniques. 2. Plan media artworks that follow marketing styles or trends for an identified purpose. 3. Communicate ideas through making persuasive media art works. 4. Evaluate media artworks in the specified context.

Film, Television & New Media (2025) v1.4 - General senior syllabus

Units	Unit objectives
Unit 1: Foundation	<ol style="list-style-type: none"> 1. Design moving-image media products using pre-production formats. 2. Create moving-image media products using appropriate production technologies and post-production processes.

	<ol style="list-style-type: none"> Resolve visual and audio elements to communicate conceptual, technical or creative purpose. Apply literacy skills. Analyse use of technologies, institutions and languages in moving-image media products. Evaluate the function of media languages in moving-image media products.
Unit 2: Stories	<ol style="list-style-type: none"> Design moving-image media products that aim to position audiences, using pre-production formats. Create moving-image media products using appropriate production technologies and post-production processes to communicate a story. Resolve visual and audio elements to communicate a story using specific genre conventions. Apply literacy skills. Analyse use of representations, audiences and languages in moving-image media products that communicate stories. Evaluate the function of symbolic and technical codes in moving-image products that communicate stories.
Unit 3: Participation	<ol style="list-style-type: none"> Design multi-platform film, television or new media content using pre-production formats. Create moving-image media products using production technologies and post-production processes appropriate for multi-platform media content. Resolve ideas, elements and processes to engage audiences across multiple film, television and new media platforms. Apply literacy skills. Analyse use of technologies, audiences and institutions in moving-image media products that invite audience participation. Evaluate the impact of moving-image media institutions and technologies that enable participation by individuals or groups.
Unit 4: Artistry	<ol style="list-style-type: none"> Design stylistic moving-image media products using pre-production formats. Create stylistic moving-image media products using appropriate production technologies and post-production processes. Resolve ideas, elements and processes to communicate developed production practices and a stylistic aesthetic. Apply literacy skills. Analyse use of technologies, representations and languages in moving-image media products. Evaluate the production practices and products of a range of historic and contemporary moving-image media artists.
Music (2025) v1.3 - General senior syllabus	
Units	Unit objectives
Unit 1: Designs	<ol style="list-style-type: none"> Demonstrate technical skills in performance. Use music elements and concepts in composition.

	<ol style="list-style-type: none"> 3. Analyse music elements and concepts, and compositional devices. 4. Apply compositional devices in composition. 5. Apply literacy skills to communicate ideas. 6. Interpret music elements and concepts in performance. 7. Evaluate music elements and concepts, and compositional devices. 8. Realise music ideas in performance. 9. Resolve music ideas in composition.
Unit 2: Identities	<ol style="list-style-type: none"> 1. Demonstrate technical skills in performance (will be assessed if selected as specialisation in project). 2. Use music elements and concepts in composition (will be assessed if selected as specialisation in project). 3. Analyse music elements and concepts, and compositional devices in music relating to identity. 4. Apply compositional devices in composition (will be assessed if selected as specialisation in project). 5. Apply literacy skills to communicate ideas. 6. Interpret music elements and concepts in performance (will be assessed if selected as specialisation in project). 7. Evaluate music elements and concepts, and compositional devices in music relating to identity. 8. Realise music ideas in performance (will be assessed if selected as specialisation in project). 9. Resolve music ideas in composition (will be assessed if selected as specialisation in project).
Unit 3: Innovations	<ol style="list-style-type: none"> 1. Demonstrate technical skills in performance. 2. Use music elements and concepts in composition. 3. Analyse music elements and concepts, and compositional devices used in innovative repertoire. 4. Apply compositional devices in composition. 5. Apply literacy skills to communicate ideas. 6. Interpret music elements and concepts in performance. 7. Evaluate music elements and concepts, and compositional devices used in innovative repertoire. 8. Realise music ideas in performance. 9. Resolve music ideas in composition.
Unit 4: Narratives	<ol style="list-style-type: none"> 1. Demonstrate technical skills in performance (will be assessed if selected as specialisation in project). 2. Use music elements and concepts in composition (will be assessed if selected as specialisation in project). 3. Analyse music elements and concepts, and compositional devices in music in which narrative is conveyed. 4. Apply compositional devices in composition (will be assessed if selected as specialisation in project). 5. Apply literacy skills to communicate ideas.

	<ol style="list-style-type: none"> 6. Interpret music elements and concepts in performance (will be assessed if selected as specialisation in project). 7. Evaluate music elements and concepts, and compositional devices in music in which narrative is conveyed. 8. Realise music ideas in performance (will be assessed if selected as specialisation in project). 9. Resolve music ideas in composition (will be assessed if selected as specialisation in project).
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Music in Practice (2024) v1.1 - Applied senior syllabus

Units	Unit objectives
Unit option A: Music of today	<ol style="list-style-type: none"> 1. Use music elements and concepts, compositional devices and technical skills. 2. Plan compositions of original contemporary music. 3. Communicate ideas through composing and performing contemporary music. 4. Evaluate contemporary music.
Unit option B: The cutting edge	<ol style="list-style-type: none"> 1. Use music elements and concepts, compositional devices and technical skills. 2. Plan music works that use music technology. 3. Communicate ideas through composing and performing music works that use music technology. 4. Evaluate music works that use music technology.
Unit option C: Building your brand	<ol style="list-style-type: none"> 1. Use music elements and concepts, compositional devices and technical skills. 2. Plan performances of cover songs that reflect personal interests, skills and preferences. 3. Communicate ideas that reflect a developing brand when making and performing contemporary music. 4. Evaluate music works that reflect a musician’s brand.
Unit option D: Live’ on stage!	<ol style="list-style-type: none"> 1. Use music elements and concepts, compositional devices and technical skills. 2. Plan an original composition for a commercial context and purpose. 3. Communicate ideas through composing and performing commercial music. 4. Evaluate commercial music works.

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