***Stories of the Screen* curriculum links**

**Media Arts and History F–6**

**Levels F–2 Media Arts**

* explore how and why media arts are important for people and communities VC2AMAFE01

**Levels 3 & 4 Media Arts**

* explore ideas in media arts works through play and media arts processes VC2AMAFE02
* explore where, when, why and how people across cultures, times, places and other contexts experience media arts, including examples of media arts by Aboriginal and Torres Strait Islander Peoples VC2AMA2E01

**Levels 5 & 6 Media Arts**

* explore where, when, why and how media arts are created and distributed across cultures, times, places and other contexts VC2AMA4E01

**Levels F – 2 History**

* the consequences of changing technologies on people’s lives at home, and the ways they worked, travelled and communicated in the past VC2HH2K06
* ask historical questions about objects, people, places and events in the past and present VC2HH2S01
* sequence events chronologically VC2HH2S02
* identify examples of continuity and change by comparing the past and present VC2HH2S05

**Levels 3 & 4 History**

* ask a range of historical questions to identify evidence of the experiences of people in the past VC2HH4S01
* sequence significant events and peoples’ life stories chronologically to identify continuity and change VC2HH4S02
* identify and describe continuity and change VC2HH4S06
* describe the causes and consequences of change VC2HH4S07
* describe the significance of symbols, emblems, individuals, events and developments

VC2HH4S08

**Levels 5 & 6 History**

* sequence significant events, developments and the lives of individuals chronologically to describe continuity and change, and causes and consequences VC2HH6S02
* describe patterns of continuity and change VC2HH6S07
* explain the causes and consequences of significant events and developments VC2HH6S08
* explain the significance of events, individuals and groups that contributed to continuity and change VC2HH6S09