

Scratching Polygons

Domain	Dimension	Progression Points
Math	Space	shapes, angles,
	structure	Simple mathematical formulas to create shapes.
	Working Mathematically	models, communicating with mathematical terms, development and testing conjectures.
Thinking	Reasoning, processing and inquiry	Identify the steps to involved in solving a problem
	Creativity	Creative possibilities around a topic
	Reflection Evaluation and Metacognition	Identify strategies to organise ideas and thinking
Personal Development	Managing Personal Learning	Strategies to manage tasks, attributes tahat influence successful task management, adapatability, evaluation strategies.
	The Individual Learner	Linking prior knowledge, responsiveness to advice
ICT	ICT to visualise thinking	Representation of patterns or cause-and-effect relationships, using unfamiliar software such as a modelling software,
	ICT for Creating	Creation of sprites responding through the application of specific programming techniques