

# Blindfold Challenge – Vocabulary List (Years 3–6)

## Movement Skills

- **Balance** – Staying steady while moving or standing still.
- **Coordination** – Using different body parts together smoothly and effectively.
- **Agility** – Moving quickly and easily, especially in tricky spaces.
- **Navigation** – Finding your way through a space or course.
- **Adapt** – Changing how you move based on the environment or task.
- **Obstacle** – Something in your path that you need to go over, under, or around.

## Sensory Awareness

- **Touch** – Using your skin (especially hands and feet) to feel textures and shapes.
- **Sound** – Listening carefully to voices, movements, and nature.
- **Spatial Awareness** – Knowing where your body is in space without seeing.
- **Trust** – Relying on others to guide and support you safely.
- **Focus** – Paying close attention to your surroundings and actions.
- **Blindfold** – A cover over the eyes that blocks sight, used to heighten other senses.

## Problem Solving & Thinking Skills

- **Challenge** – A task that tests your ability or confidence.
- **Strategy** – A plan or approach to solve a problem or complete a task.
- **Creative Thinking** – Coming up with new or different ways to overcome obstacles.
- **Resilience** – The ability to keep going, even when something feels difficult.
- **Team Support** – Helping each other through encouragement or guidance.

## Participation & Wellbeing

- **Wellbeing** – Feeling healthy, safe, and confident.
- **Confidence** – Believing in yourself and your abilities.
- **Engagement** – Taking part actively and with effort.
- **Growth** – Learning new things about yourself through experience.
- **Reflection** – Thinking about what you did, how you felt, and what you learned.

## Health & Safety

- **Safety** – Keeping yourself and others protected from harm.
- **Awareness** – Being alert to your surroundings and actions.
- **Risk** – A chance of something going wrong, which we try to reduce.
- **Supportive Behaviour** – Kind, helpful actions that make others feel safe and included.
- **Instructions** – Directions given to help guide behaviour and keep everyone safe.

# Bush Cooking – Vocabulary List (Years 4–6)

## Safety & Sustainability

- **Fire Safety** – Practices that reduce risk when using or being near open flames.
- **Risk Management** – Identifying possible dangers and taking steps to stay safe.
- **Sustainability** – Using natural resources wisely so they last for future generations.
- **Natural Resource** – Something found in nature that we use, like wood, water, or plants.
- **Minimal Impact** – Reducing harm to the environment during outdoor activities.
- **Waste** – Leftover materials that should be managed or removed responsibly.

## Scientific Inquiry & Fire Concepts

- **Heat Energy** – A form of energy that makes things warm or hot; needed for cooking.
- **Light Energy** – Energy we can see; comes from fire, the sun, or other sources.
- **Combustion** – The scientific word for burning; how fire is created.
- **Fuel** – A material (like wood) that burns to produce heat.
- **Boil** – Heating a liquid until it bubbles and turns to steam.
- **Cook** – To prepare food using heat.
- **Billy** – A metal pot used to boil water over a fire, often for tea or simple meals.
- **Damper** – A simple bread traditionally cooked in ashes or over a fire.

## First Nations Connections & Caring for Country

- **Country** – A First Nations term that includes land, waters, skies, plants, animals, and spirit—all connected and respected.
- **Custodianship** – The responsibility of caring for Country and keeping it healthy.
- **Cultural Practice** – A traditional way of living or doing something, passed down through generations.
- **Respect** – Treating people, culture, and the environment with kindness and care.
- **Connection to Country** – A deep relationship First Nations people have with the land and its systems.
- **Traditional Knowledge** – Knowledge shared over generations about how to live sustainably and respectfully on Country.

## Personal & Social Skills

- **Teamwork** – Working together to complete a task or goal.
- **Collaboration** – Sharing roles, responsibilities, and decisions in a group.
- **Self-Management** – Taking responsibility for your own actions and decisions.
- **Social Awareness** – Understanding how your actions affect others and the group.
- **Belonging** – Feeling accepted, safe, and part of a team or community.
- **Responsibility** – Being dependable and making good choices, especially when using fire or shared tools.

## Human Impact & Decision-Making

- **Environmental Impact** – The effect human activities have on nature.
- **Informed Decision** – Making a choice based on knowledge, care, and understanding of consequences.
- **Conservation** – Protecting natural places and resources from harm or overuse.
- **Outdoor Ethics** – A set of values to guide how we behave in nature (e.g. leave no trace).
- **Resource Management** – Using natural materials carefully to reduce waste and protect the environment.

# Canoeing – Vocabulary List (Years 5–6)

## Canoeing & Movement Skills

- **Canoe** – A narrow boat paddled by hand, often open-topped (e.g. Canadian-style canoe).
- **Paddle** – A tool used to move and steer the canoe through the water.
- **Stroke** – A single movement of the paddle through the water.
- **Balance** – Staying steady in the canoe without tipping.
- **Coordination** – Using body parts and teamwork effectively for smooth paddling.
- **Teamwork** – Working together with others to move and steer the canoe.
- **Navigation** – Finding your way or choosing a direction to travel.
- **Buoyancy Aid** – A personal safety device that helps you float in the water.

## Ecosystem Interactions & Biodiversity

- **Ecosystem** – A community of living organisms interacting with each other and their environment.
- **Freshwater** – Water that is not salty, such as rivers, lakes, and dams.
- **Biodiversity** – The variety of living things in an area, including plants, animals, and micro-organisms.
- **Habitat** – The natural home of an animal or plant.
- **Aquatic** – Living in or near water.
- **Native Species** – Animals and plants that occur naturally in a region.
- **Riparian Zone** – The area between land and a river or waterway, important for water quality and habitat health.

## Connection to Country & First Nations Knowledge

- **Country** – A First Nations concept that includes land, waters, skies, plants, animals, and people—all connected.
- **Water Country** – Areas of land and water that hold spiritual and cultural meaning to First Nations peoples.
- **Cultural Narrative** – A story passed down that explains and shares cultural knowledge, often connected to places and nature.
- **Custodianship** – The responsibility to care for and protect Country, including waterways.
- **Traditional Knowledge** – Environmental and cultural knowledge passed down through generations.
- **Sustainable Water Management** – Using water in ways that protect its quality, flow, and surrounding ecosystems.

## Environmental Management & Conservation

- **Conservation** – Protecting and caring for the environment to keep it healthy.
- **Catchment** – An area of land where water collects and flows into rivers, lakes, or dams.
- **Water Quality** – A measure of how clean and healthy the water is.
- **Pollution** – Harmful materials in water or the environment caused by human activity.
- **Human Impact** – The effects of people's actions on nature, both positive and negative.
- **Sustainable Practices** – Actions that reduce harm and protect the environment for the future.

## Active Living & Outdoor Wellbeing

- **Active Choice** – Choosing to be physically active for health and enjoyment.
- **Outdoor Recreation** – Activities done in natural settings for fun, fitness, and wellbeing.
- **Wellbeing** – Feeling healthy, safe, and connected in body and mind.
- **Reflection** – Thinking about your experience, learning, and how you worked with others.
- **Challenge** – A task that tests your skills or comfort zone in a positive way.
- **Connection** – A feeling of belonging or relationship with people, place, or nature.

# Creature Feature – Vocabulary List (Years 3–6)

## Animal Characteristics & Survival

- **Vertebrate** – An animal with a backbone (e.g. reptiles, mammals, birds).
- **Invertebrate** – An animal without a backbone (e.g. insects, worms).
- **Adaptation** – A feature or behaviour that helps an animal survive in its environment.
- **Behaviour** – The way an animal acts in response to its environment.
- **Physical Features** – Body parts or traits that can be seen (e.g. scales, claws, camouflage).
- **Camouflage** – Colours or patterns that help animals blend into their surroundings.
- **Cold-blooded** – Animals that rely on their environment to regulate body temperature.
- **Habitat** – The natural place where an animal lives and meets its needs.
- **Predator** – An animal that hunts and eats other animals.
- **Prey** – An animal that is hunted and eaten by another.

## Life Cycles & Ecosystems

- **Life Cycle** – The stages an animal goes through from birth to adulthood.
- **Reproduction** – The process by which animals produce offspring.
- **Hatchling** – A young animal that has just emerged from an egg.
- **Consumer** – An organism that eats other living things for energy.
- **Producer** – A plant that makes its own food through photosynthesis.
- **Decomposer** – Organisms (like fungi or bacteria) that break down dead material and recycle nutrients.
- **Ecosystem** – A community of living things and their non-living environment, interacting together.
- **Food Chain** – A sequence that shows how energy moves from one organism to another.
- **Biodiversity** – The variety of living things in an environment.

## First Nations Cultural Knowledge

- **Totem** – An animal, plant or natural element that represents a person, family, or group; connected to identity, responsibility, and Country.
- **Country/Place** – The land, waters, skies and all living things, understood as living and interconnected in First Nations cultures.
- **Custodianship** – Caring for and protecting Country and all its life forms.
- **Narrative** – A cultural story that shares knowledge, values and meaning, often about animals and nature.
- **Traditional Knowledge** – Knowledge passed down through generations, often linked to sustainable practices and deep understanding of local ecosystems.

## Sustainability & Respectful Behaviour

- **Sustainability** – Looking after the environment so future generations can enjoy it too.
- **Stewardship** – Taking responsibility for caring for the Earth and living things.
- **Empathy** – Understanding and caring about how others (including animals) feel.
- **Respect** – Treating others, places, and living things with care and kindness.
- **Safety** – Making choices to protect ourselves and others, including when interacting with animals.
- **Diversity** – Differences among living things or people, and the value of all forms of life.

# Day on Country – Vocabulary List (Years 3–6)

## Country / Place & Culture

- **Country** – A First Nations concept that includes land, water, skies, people, plants, animals, and spirit—all living and connected.
- **Place** – A location with cultural, environmental, or personal meaning.
- **Totem** – An animal, plant, or natural feature that is spiritually linked to a person, family, or group and guides responsibilities to Country.
- **Language** – The words, stories, and expressions of a First Nations group; many different language groups exist across Australia.
- **Cultural Narrative** – A traditional story that shares knowledge about Country, identity, and values.
- **Yarning** – A respectful way of sharing knowledge, listening, and learning through conversation.
- **Elder** – A respected person in First Nations communities who holds knowledge and guides others.

## Science & Sustainability

- **Ecosystem** – A natural system where plants, animals, and the environment are connected.
- **Sustainability** – Using resources in a way that supports future generations and keeps ecosystems healthy.
- **Seasonal Calendar** – A way of tracking time and seasonal change based on local signs like animal behaviours or plant cycles.
- **Biodiversity** – The variety of life in a particular place, including animals, plants, and micro-organisms.
- **Traditional Ecological Knowledge** – Knowledge about nature and sustainable living passed down by First Nations peoples over thousands of years.
- **Custodianship** – A cultural responsibility to care for and protect Country.

## Technology & Survival

- **Bush Technology** – Tools, materials, and techniques developed from natural resources (e.g. stone tools, digging sticks, weaving).
- **Shelter** – A structure made for protection from the weather, often built using local natural materials.
- **Fire Making** – Traditional methods of creating fire, used for cooking, warmth, and land care (e.g. cultural burning).
- **Tool** – An object used to help with a task, such as hunting, gathering, or making.
- **Resource Management** – Carefully using natural materials to avoid waste and keep ecosystems in balance.
- **Heat Energy** – The warmth created by fire, used in cooking or survival activities.

## Health, Wellbeing & Collaboration

- **Wellbeing** – Feeling healthy, safe, connected, and happy in body, mind, and spirit.
- **Healthy Lifestyle** – Making choices that support good physical and mental health, including being active and eating well.
- **Teamwork** – Working together to complete a task or solve a problem.
- **Problem-Solving** – Finding solutions through thinking, experimenting, or collaboration.
- **Respect** – Showing care for people, places, and cultures.
- **Connection** – A feeling of belonging or relationship to Country, community, or culture.

# Environmental Mandalas – Vocabulary List (Years 3–6)

## First Nations Connections

- **Country** – A First Nations concept that includes land, waters, skies, plants, animals, people, and spirit—all interconnected.
- **Totem** – A special animal, plant, or natural element that connects a person or group to Country and cultural responsibilities.
- **Baleirei** – The Glossy Black Cockatoo, a local totem species symbolising connection, care, and protection of Country.
- **Storytelling** – A traditional way of passing down knowledge, history, and cultural values through words, art, and experience.
- **Connection to Country** – A deep relationship with the land and nature, guiding respect and responsibility.
- **Ephemeral Art** – Art that is temporary and leaves no trace, honouring nature and the concept of impermanence.

## Creative Thinking & Problem Solving

- **Mandalas** – Circular designs that represent balance, harmony, and connection to self and the environment.
- **Design** – A plan or arrangement of elements in a thoughtful and creative way.
- **Pattern** – A repeated shape, colour, or texture used in art.
- **Installation** – An artistic arrangement made in a specific space, often using natural materials.
- **Creative Thinking** – Using imagination to solve problems and express ideas in unique ways.
- **Challenge** – A task that tests your skills, thinking, or creativity.

## Custodianship & Environmental Awareness

- **Custodianship** – The act of caring for and protecting the environment as a shared responsibility.
- **Conservation** – Protecting plants, animals, and natural places so they stay healthy for future generations.
- **Natural Materials** – Items from the environment like bark, leaves, feathers, stones, seeds, and grass.
- **Sustainable Practice** – Using materials and spaces in ways that do not harm the environment.
- **Respect** – Treating people, places, and natural things with kindness and care.
- **Leave No Trace** – A principle that encourages leaving natural places just as you found them.

## Wellbeing & Mindfulness

- **Wellbeing** – Feeling healthy, calm, and connected in body and mind.
- **Mindfulness** – Paying close attention to your thoughts, feelings, and surroundings in the moment.
- **Reflection** – Thinking about what you’ve experienced, felt, or learned.
- **Calmness** – A peaceful feeling that can come from being outdoors or making art.
- **Focus** – Concentrating on the task or activity at hand.

## Teamwork & Social Skills

- **Collaboration** – Working together and sharing ideas to create something as a group.
- **Communication** – Sharing thoughts, listening to others, and working cooperatively.
- **Participation** – Being actively involved and contributing to group activities.
- **Sharing** – Taking turns and making space for others’ ideas and contributions.
- **Appreciation** – Valuing others’ work, stories, and perspectives.

# E-Waste – Vocabulary List (Years 5–6)

## Technology & Innovation

- **Technology** – Tools and systems designed to solve problems or improve how we do things.
- **Digital Device** – An electronic tool like a laptop, phone, or tablet that uses digital signals.
- **Innovation** – A new or creative idea, tool, or process that solves a problem or improves a system.
- **Social Enterprise** – A business that works to make a positive social or environmental impact.
- **Upcycle** – Reusing materials in a way that gives them a new and better purpose.
- **Urban Mining** – Recovering valuable parts from discarded electronic devices.

## Production & Consumption

- **Production** – The process of making goods, including electronic devices.
- **Manufacturing** – Turning raw materials into products in a factory.
- **Consumption** – The use of goods and services by people or communities.
- **Life Cycle** – The journey of a product from creation to disposal or reuse.
- **Obsolescence** – When a product becomes outdated or no longer useful, often leading to waste.

## Waste & Materials

- **E-Waste** – Discarded electronic devices or parts that can pollute the environment.
- **Landfill** – A place where rubbish and waste are buried.
- **Recycle** – Processing used materials to make them into new products.
- **Repurpose** – Using an item for a different purpose instead of throwing it away.
- **Component** – A part of something larger (e.g. wires, circuit boards, screens).
- **Circuit Board** – A flat piece inside electronics that connects components and controls the flow of electricity.

## Environment & Sustainability

- **Environment** – The natural world, including land, water, air, and living things.
- **Pollution** – Harm caused to the environment by waste or chemicals.
- **Resource** – Something from the Earth that we use (e.g. metals, water, energy).
- **Finite Resource** – A natural material that can run out (e.g. gold, rare earth metals).
- **Sustainability** – Using resources in ways that protect the environment and future generations.
- **Environmental Impact** – The effect that products or actions have on the natural world.

## Tools & Safety

- **Dismantle** – To carefully take something apart.
- **Sort** – To separate items into groups based on type or material.
- **Tool** – An object used to help complete a task (e.g. screwdriver, pliers).
- **Protective Equipment** – Safety gear used to protect your body (e.g. gloves, goggles).
- **Workstation** – A safe and organised space for completing tasks.

# First Nations Games – Vocabulary List (Years 3–6)

## Cultural Heritage & Traditional Knowledge

- **First Nations Australians** – Aboriginal and Torres Strait Islander peoples, the original custodians of the land.
- **Culture** – Shared traditions, beliefs, language, and practices passed down through generations.
- **Customs** – Traditional ways of behaving or doing things that are part of a group's culture.
- **Protocol** – The respectful ways to act when learning about and engaging with First Nations cultures.
- **Totem** – An animal, plant, or natural feature that represents a person, family or group, often linked to identity, connection, and responsibility.
- **Language Group** – A group of people who speak the same traditional language; Australia has many First Nations language groups.
- **Oral Tradition** – Knowledge shared by speaking and storytelling instead of writing.

## Games, Materials & Play

- **Traditional Game** – A game played by First Nations peoples, often linked to daily life, survival, or cultural stories.
- **Contemporary Game** – A modern version of a traditional game using current equipment or adapted rules.
- **Equipment** – Items used to play a game, such as balls, sticks, or throwing objects.
- **Resource** – A natural or made object used for a purpose (e.g. branches, stones, animal skins).
- **Adaptation** – A change made to suit different people, environments, or safety needs.
- **Inclusive** – Making sure everyone can join in and feel welcome.

## Place, Country & Environment

- **Country** – A First Nations concept that includes land, waters, skies, plants, animals, people and spirit—all interconnected.
- **Place** – A specific area that holds meaning and is cared for.
- **Environment** – The natural world around us, including ecosystems, landforms, and living things.
- **Connection to Country** – The deep spiritual and cultural bond First Nations peoples have with their land and environment.
- **Sustainable Practices** – Using natural resources in ways that protect and support the environment for future generations.

## Social & Personal Skills

- **Teamwork** – Working together cooperatively to reach a goal.
- **Communication** – Using words, signals or actions to share ideas and work with others.
- **Strategy** – A plan used to play well or achieve a goal.
- **Cooperation** – Joining efforts with others to complete a task or play fairly.
- **Respect** – Treating people, animals, places and cultures with kindness and care.
- **Empathy** – Understanding and caring about how others feel.
- **Responsibility** – Doing the right thing and being accountable for actions.

## Physical Activity & Movement

- **Coordination** – Using different parts of your body smoothly and effectively.
- **Agility** – Being able to move quickly and easily.
- **Balance** – Staying steady and not falling over.
- **Endurance** – The ability to keep going during a physical task.
- **Accuracy** – Doing something exactly or correctly (e.g. throwing or aiming).
- **Fitness** – How healthy and strong your body is.



# First Nations Seasons – Vocabulary List (Years 3–6)

## Environment & Seasonal Change

- **Seasonal Change** – Changes in weather, plant life, and animal behaviour throughout the year.
- **Climate** – The usual weather in a place over a long time.
- **Weather Patterns** – How weather behaves over time (e.g. wet/dry, hot/cool).
- **Environmental Indicators** – Signs in nature that show seasonal changes, such as flowers blooming or animals nesting.
- **Natural Processes** – Events in nature that happen over time (e.g. rainfall, growth, migration).
- **Ecology** – The relationships between living things and their environment.

## Country / Place

- **Country** – A First Nations concept that includes land, waters, skies, people, plants, animals and spirit – all connected and cared for.
- **Place** – A specific location that holds cultural, environmental, and personal significance.
- **Waterway** – A river, creek, or stream that flows through Country and supports life.
- **Sea Country** – Coastal and ocean environments that are part of First Nations cultural and spiritual identity.
- **Custodianship** – The responsibility of caring for and protecting Country.

## Traditional Knowledge & Sustainability

- **Traditional Ecological Knowledge** – Deep understanding of the environment developed by First Nations peoples over thousands of years.
- **Sustainable Practice** – Using resources in a way that protects and preserves the environment for future generations.
- **Resource Management** – The careful use and protection of natural materials like plants, animals, and water.
- **Firestick Farming** – A traditional method of using controlled fire to manage land and support biodiversity.
- **Seasonal Mobility** – Moving across Country at different times of year to follow food, water, and seasonal rhythms.

## Plants, Animals & Resources

- **Abundance** – When there is a large supply of something in nature (e.g. food, water, shelter).
- **Bush Tucker** – Traditional native foods used by First Nations peoples.
- **Harvest** – Gathering natural resources such as food, seeds, or materials.
- **Totem** – A natural symbol (such as an animal or plant) linked to a person or group, often guiding relationships with Country.
- **Tool** – An item used to help with a task, often made from natural materials.

## Cultural Perspectives & Communication

- **Seasonal Calendar** – A way of tracking the year based on local weather, plants, animals, and cultural activities.
- **Gulumoerrgin (Larrakia) Calendar / Noongar Calendar / Yolngu Seasons** – Examples of First Nations seasonal calendars that differ from the four European seasons.
- **Oral Tradition** – Knowledge passed on through storytelling, not written words.
- **Cultural Protocols** – Ways of showing respect when learning about and sharing First Nations knowledge.
- **Diverse Perspectives** – Different ways of seeing and understanding the world, shaped by culture, experience, and environment.

# Forest Ecology Walk – Vocabulary List (Years 3–6)

## Ecosystems & Interactions

- **Ecosystem** – A community of living things and their environment, working together.
- **Habitat** – The natural home where a plant or animal lives and gets what it needs to survive.
- **Biodiversity** – The variety of living things in an ecosystem.
- **Interdependence** – How living things rely on each other to survive.
- **Adaptation** – A feature or behaviour that helps a living thing survive in its environment.

## Food Chains & Energy Flow

- **Producer** – A plant that makes its own food using sunlight.
- **Consumer** – An animal that eats plants or other animals for energy.
- **Decomposer** – A living thing (like fungi or bacteria) that breaks down dead plants and animals.
- **Food Chain** – A sequence that shows how energy moves from one living thing to another.
- **Predator** – An animal that hunts other animals for food.
- **Prey** – An animal that is hunted and eaten by another.

## Life Cycles & Survival

- **Life Cycle** – The stages of growth and change in a living thing's life.
- **Reproduce** – To create new living things (offspring).
- **Survival Strategy** – A way a plant or animal stays alive (e.g. camouflage, migration, storing water).
- **Feature** – A physical trait or characteristic, such as fur, claws, or leaf shape.
- **Shelter** – A safe place where an animal can live, rest, or hide.

## Connection to Country & First Nations Knowledge

- **Country** – A First Nations concept that includes land, waters, skies, plants, animals, people, and spirit – all connected and respected.
- **Custodianship** – The responsibility of caring for and protecting Country.
- **Cultural Narrative** – A story passed down through generations that holds important cultural and ecological knowledge.
- **Traditional Ecological Knowledge** – Deep understanding of nature, passed on by First Nations peoples over thousands of years.
- **Sustainable Land Management** – Caring for the land in a way that keeps it healthy now and into the future.
- **Totem** – A natural element (like an animal or plant) that is spiritually connected to a person or group and guides respectful relationships with Country.

## Conservation & Environmental Management

- **Conservation** – Actions to protect and preserve nature and wildlife.
- **Sustainability** – Using resources in a way that does not harm the environment and supports future generations.
- **Regeneration** – The natural process of plants and animals growing back or recovering.
- **Human Impact** – The effect people have on the environment, both positive and negative.
- **Landcare** – A community-based effort to care for the environment and restore natural places.
- **Invasive Species** – A plant or animal not native to an area that can harm local ecosystems.

# Insect Biodiversity – Vocabulary List (Years 3–6)

## Biodiversity & Ecosystems

- **Biodiversity** – The variety of all living things in an environment, including insects, plants, and other animals.
- **Ecosystem** – A system where living things interact with each other and with their physical environment.
- **Invertebrate** – An animal without a backbone, such as insects, spiders, worms, and snails.
- **Native Species** – Plants and animals that naturally occur in a specific area.
- **Habitat** – The natural home of a living organism that provides food, water, shelter, and space.
- **Environment** – The surroundings (natural or built) where living things exist and interact.

## Life Cycles, Growth & Survival

- **Life Cycle** – The stages of development a living organism goes through (e.g. egg, larva, pupa, adult).
- **Metamorphosis** – The process of changing form during an insect's life cycle (e.g. caterpillar to butterfly).
- **Adaptation** – A feature or behaviour that helps a living thing survive in its environment.
- **Survival** – The ability of a species to continue living and reproducing.
- **Feature** – A part of an organism's body or appearance that helps with survival (e.g. wings, antennae, body shape).
- **Shelter** – A safe place for animals to live, rest, or hide from danger.
- **Food Source** – What a living organism eats to gain energy.

## Scientific Inquiry & Tools

- **Observation** – Watching closely to notice details about organisms and environments.
- **Investigation** – A process of asking questions and gathering evidence to learn more.
- **Dichotomous Key** – A tool used to identify organisms based on a series of choices about their features.
- **Classification** – Sorting or grouping organisms based on shared characteristics.
- **Magnifying Glass** – A hand-held tool that makes small things look bigger.
- **Viewer** – A safe container used to observe live insects or small creatures.
- **Microscope** – A scientific tool used to look at tiny organisms or features in detail.
- **Specimen** – A sample of an organism used for scientific study.

## Health, Safety & Ethics

- **Ethical Practice** – Treating living things with care, respect, and responsibility during study.
- **Safe Handling** – Using gentle and careful behaviour when working with living organisms.
- **Respect for Nature** – Being thoughtful and kind to all life forms and their habitats.
- **Collecting Rules** – When and how to collect insects or samples without harming ecosystems.

## First Nations Perspectives & Connections

- **Country** – A First Nations concept that includes land, waters, skies, plants, animals, people and spirit—all interconnected.
- **Connection to Country** – A cultural relationship with land and living things that guides care, respect, and responsibility.
- **Sustainable Practice** – Using natural resources in ways that keep ecosystems healthy for the future.
- **Traditional Knowledge** – Wisdom passed down by First Nations peoples about the land and its living systems.
- **Totem** – An animal, plant, or natural element with spiritual or cultural significance to a person or group.

# Pole Climb – Vocabulary List (Years 5–6)

## Movement Skills

- **Climb** – To move upward using hands and feet.
- **Grip** – Holding onto something firmly with your hands.
- **Balance** – Staying steady and not tipping or falling.
- **Coordination** – Using different body parts together smoothly and effectively.
- **Agility** – The ability to move quickly and easily in response to changing conditions.
- **Platform** – A flat surface at the top of the pole where participants can pause or stand.
- **Canopy** – The upper layer of the forest formed by tree branches and leaves.

## Problem Solving & Personal Challenge

- **Challenge by Choice** – The idea that you decide how far to go or participate in a challenge, based on personal comfort.
- **Resilience** – The ability to recover, keep trying, and stay positive when things are hard.
- **Courage** – Facing something that feels scary or difficult with confidence.
- **Goal Setting** – Choosing a personal target to aim for during the climb.
- **Problem-Solving** – Thinking through how to move your body or overcome obstacles while climbing.

## Participation & Wellbeing

- **Wellbeing** – Feeling safe, healthy, strong, and confident in body and mind.
- **Self-Belief** – Trusting in your own ability to do something challenging.
- **Reflection** – Thinking about your feelings, actions, and what you learned from the experience.
- **Team Support** – Encouraging, guiding, and celebrating others in your group.
- **Growth Mindset** – Believing that effort and perseverance help you improve.

## Health & Safety

- **Harness** – Safety gear worn around the body to stay secure while climbing.
- **Helmet** – Protective headgear worn to prevent injury.
- **Belay** – A safety system used to control the rope while someone is climbing.
- **Instructor** – A trained adult who helps ensure safety and supports participants.
- **Risk** – The chance of something going wrong, which is managed through safety steps.
- **Trust** – Confidence in the people and equipment keeping you safe.
- **Checklist** – A list of steps followed to make sure all safety measures are in place.

# Soil Life – Vocabulary List (Years 3–6)

## Living & Non-Living Things

- **Living Thing** – Something that grows, breathes, moves, reproduces, and responds to its environment (e.g. worms, plants, fungi).
- **Non-Living Thing** – Something that does not have life processes (e.g. rocks, air, water, plastic).
- **Life Cycle** – The stages an organism goes through from birth to reproduction and death.
- **Organism** – Any living thing, including plants, animals, fungi, and micro-organisms.
- **Fungi** – Living things like mushrooms and moulds that help break down dead matter.

## Ecosystem Relationships

- **Ecosystem** – A system of living things interacting with each other and their environment.
- **Habitat** – The natural home of an organism, such as soil or compost.
- **Symbiosis** – A close relationship between two different organisms that helps one or both survive.
- **Decomposer** – An organism that breaks down dead plants and animals into nutrients (e.g. worms, fungi, bacteria).
- **Food Web** – A system of interconnected food chains showing who eats whom.
- **Micro-organism** – Tiny living things too small to see without a microscope (e.g. bacteria, protozoa).

## Soil Health & Decomposition

- **Soil** – A natural material made of minerals, air, water, and organic matter that supports plant life.
- **Compost** – Decomposed plant and food material that returns nutrients to the soil.
- **Decomposition** – The process of breaking down dead matter into simpler parts.
- **Humus** – The rich, dark part of soil formed from decayed matter.
- **Nutrients** – Substances in the soil that help plants grow.
- **Worm Castings** – The waste left by worms, full of nutrients and helpful for soil health.

## Human Dependence & Sustainability

- **Agriculture** – The practice of growing food and raising animals.
- **Water Filtration** – How soil helps clean water as it moves through the ground.
- **Erosion** – When soil is worn away by wind or water.
- **Soil Conservation** – Practices that protect soil from being damaged or lost.
- **Sustainability** – Looking after the Earth's resources so they last for future generations.
- **Custodianship** – Taking responsibility for caring for the environment and natural systems.

## Scientific Skills & Inquiry

- **Investigation** – A process to find answers by asking questions, testing, and recording results.
- **Observation** – Watching closely and noting what you see using your senses or tools.
- **Magnifying Glass** – A tool to see small details more clearly.
- **Microscope** – A tool that lets us see tiny organisms and particles in soil.
- **Evidence** – Information or data gathered during an experiment.
- **Conclusion** – A decision or explanation made after studying results.
- **Scientific Explanation** – Using knowledge and evidence to explain how or why something happens.

# Sustainability Challenge – Vocabulary List (Years 4–6)

## Sustainability & Systems Thinking

- **Sustainability** – Using resources wisely so future generations can meet their needs too.
- **Sustainable Development Goals (SDGs)** – Global goals created by the United Nations to help people and the planet thrive.
- **Environment** – The natural world, including land, water, air, plants, and animals.
- **Community** – A group of people living and working together, sharing responsibility for their environment.
- **Balance** – Meeting needs for people, nature, and the economy without harming the future.

## Resources & Energy

- **Renewable Resource** – A resource that can be replaced naturally, like sunlight, wind, and water.
- **Non-renewable Resource** – A resource that cannot be replaced quickly, like coal or gas.
- **Energy Source** – Where energy comes from, such as the sun, wind, or fossil fuels.
- **Solar Energy** – Power that comes from sunlight.
- **Wind Power** – Energy created by wind turning turbines.
- **Water Conservation** – Saving and protecting water for the future.

## Waste & Consumption

- **Waste** – Things we throw away after use.
- **Reduce** – To use less of something.
- **Reuse** – To use something again instead of throwing it away.
- **Repurpose** – To use something in a new way.
- **Recycle** – To turn old materials into new products.
- **Compost** – Decayed food and garden waste that helps plants grow.

## Human Impacts

- **Pollution** – Harmful materials in the environment caused by people.
- **Consumption** – Using resources such as water, energy, or materials.
- **Production** – Making things from materials and energy.
- **Habitat Destruction** – Damaging or removing natural homes of animals and plants.
- **Carbon Footprint** – The amount of greenhouse gases caused by a person's activities.

## Care, Culture & Custodianship

- **Custodianship** – Caring for and protecting the environment as a shared responsibility.
- **Connection to Country** – A First Nations perspective where land, water, people, and spirit are all linked.
- **Traditional Knowledge** – Deep understanding of the environment passed down through generations by First Nations peoples.
- **Cultural Practice** – A way of living and acting that reflects values, traditions, and responsibilities.
- **Respect** – Treating the environment, people, and cultures with care and kindness.

## Communication & Action

- **Observation** – Looking closely to gather information.
- **Investigation** – Exploring a question or problem to learn more.
- **Solution** – An idea or action that helps solve a problem.
- **Action Plan** – A set of steps to make a change or improve something.
- **Responsibility** – Being trusted to do the right thing and care for others and the planet.

# Energy & Sustainability – Vocabulary List (Years 5–6)

## Core Energy Concepts

- **Energy** – The ability to do work or cause change. (e.g. heat, light, electricity).
- **Electrical Energy** – Energy of the movement of electric charge; powers most modern devices.
- **Kinetic Energy** – Energy of movement (e.g. running, pedalling).
- **Potential Energy** – Stored energy (e.g. a battery, stretched rubber band).
- **Thermal Energy** – Energy related to heat.

## Energy Transfer & Transformation

- **Energy Transfer** – The movement of an energy type from one object to another (e.g. from the sun to a solar panel).
- **Energy Transformation** – A change from one form of energy to another (e.g. solar energy to electrical energy).
- **Circuit** – A path through which electricity flows.
- **Conductor** – A material that allows electricity to flow through it easily (e.g. metal).
- **Insulator** – A material that blocks electricity (e.g. plastic, rubber).

## Energy Sources

- **Renewable Energy** – Energy that comes from sources that can be replenished naturally (e.g. sun).
- **Non-Renewable Energy** – Energy from sources that cannot be replaced quickly (e.g. coal, gas, oil).
- **Solar Energy** – Power that comes from sunlight, often captured by solar panels.
- **Wind Energy** – Kinetic energy of moving air turning a turbine.
- **Hydro Energy** – Kinetic energy of moving water (e.g. dams or rivers).
- **Coal Power** – A polluting process that transforms chemical energy into electrical energy.

## Energy Devices & Technologies

- **Turbine** – A machine that spins with wind, water, or steam to generate energy.
- **Solar Panel** – A device that turns sunlight into electricity using photovoltaic cells.
- **Generator** – A machine that transforms chemical or kinetic energy into electrical energy.
- **Battery** – A device that stores energy for later use, usually as chemical energy.
- **Motor** – A device that transforms energy into movement.

## Environment & Sustainability

- **Environment** – The natural world, including land, air, water, plants, and animals.
- **Pollution** – Harmful materials released into the environment, often by non-renewable energy sources.
- **Carbon Emissions** – Gases like carbon dioxide released when burning fossil fuels, contributing to climate change.
- **Sustainability** – Living and designing systems that protect resources for future generations.
- **Conservation** – The act of protecting and using natural resources wisely.

## Scientific Inquiry & Design

- **Data** – Information gathered during an experiment or investigation.
- **Evidence** – Facts and observations that support a conclusion.

## **Consumer & Community Action**

- **Consumer Choice** – A decision made by individuals or groups when buying or using products or energy.
- **Sustainable Practice** – An action that reduces environmental impact and supports long-term resource health.
- **Eco-Friendly** – A product or choice that is not harmful to the environment.
- **Energy Efficiency** – Using less energy to do the same job (e.g. LED lights, insulated homes).
- **Community Action** – When people work together to create positive change for the environment.



# My Story, Your Story, Our Story – Vocabulary List (Years 3–6)

## Cultural Heritage & First Nations Perspectives

- **Culture** – The beliefs, practices, language, stories, and traditions shared by a group of people.
- **First Nations Australians** – Aboriginal and Torres Strait Islander peoples, the first custodians of the land.
- **Totem** – A plant, animal, or natural element that connects a person or group to Country and cultural responsibilities.
- **Storytelling** – A way of sharing knowledge, history, and culture through spoken word, art, and performance.
- **Cultural Practice** – A traditional activity or custom that reflects and respects cultural identity and knowledge.
- **Artefact** – An object that is made or used to represent a cultural idea or experience.

## Connection to Country / Place

- **Country** – A First Nations concept that includes land, water, sky, animals, plants, people, and spirit—all connected and alive.
- **Place** – A location with cultural, environmental, or personal meaning.
- **Connection** – A feeling of belonging or relationship with people, land, or nature.
- **Environment** – The natural world around us, including living and non-living elements.

## Wellbeing & Self-Reflection

- **Wellbeing** – Feeling healthy, safe, happy, and strong in body, mind, and spirit.
- **Affirmation** – A positive statement that helps build confidence and wellbeing.
- **Identity** – Who you are, including your thoughts, feelings, values, and culture.
- **Intention** – A choice or purpose behind your thoughts, words, or actions.
- **Reflection** – Thinking carefully about your experiences, feelings, and learning.

## Custodianship & Environmental Care

- **Custodianship** – A responsibility to care for and protect the environment.
- **Conservation** – Protecting and managing the natural environment so it stays healthy.
- **Respect** – Treating people, places, and living things with care and kindness.
- **Sustainability** – Using natural resources in ways that protect them for future generations.
- **Baleirei** – The Glossy Black Cockatoo, totem of Numinbah Valley EEC, symbolising care, resilience, and connection to Country.

## Social & Collaborative Skills

- **Teamwork** – Working together respectfully to achieve a shared goal.
- **Communication** – Sharing ideas, feelings, and information with others.
- **Collaboration** – Creating something together through group effort.
- **Similarity** – Something that is shared or the same between people or experiences.
- **Difference** – Something that is unique or not the same, which adds value and diversity.
- **Collective** – A group or community working together or sharing ideas.

# Solar Boat Challenge – Vocabulary List (Years 5–6)

## Scientific Testing & Inquiry

- **Inquiry** – Asking questions and testing ideas to discover new information.
- **Variable** – Something that can be changed in an experiment (e.g. propeller size, angle of solar panel).
- **Controlled Variable** – A part of the experiment that stays the same to make it fair.
- **Observation** – Carefully noticing and recording what happens during an experiment.
- **Conclusion** – A decision or explanation made after reviewing results and data.
- **Fair Test** – An experiment where only one variable is changed at a time.

## Forces & Motion

- **Force** – A push or pull that causes movement or a change in shape.
- **Thrust** – A force that pushes the boat forward, often created by a motor or propeller.
- **Drag** – Resistance from water that slows the boat down.
- **Friction** – A force that resists movement when two surfaces rub together.
- **Buoyancy** – The upward force that helps objects float.
- **Weight** – How heavy something is; affected by gravity.

## Energy & Energy Transformation

- **Energy** – The ability to do work or cause change (e.g. move a boat).
- **Energy Transfer** – The movement of energy from one place or object to another.
- **Energy Transformation** – A change from one form of energy to another (e.g. solar energy to electrical to mechanical).
- **Solar Energy** – Power that comes from sunlight.
- **Mechanical Energy** – The energy of movement, like a spinning motor.

## Electrical Circuits

- **Circuit** – A path through which electricity flows.
- **Current** – The flow of electric charge in a circuit.
- **Wire** – A conductor that allows electricity to move between parts of a circuit.
- **Battery** – A source of stored electrical energy.
- **Solar Panel** – A device that captures sunlight and turns it into electricity.
- **Motor** – A machine that turns electrical energy into motion.

## Design & Engineering Concepts

- **Propulsion** – The action of pushing something forward; in this case, how the boat moves through water.
- **Hydrodynamics** – How water flows around objects; affects boat speed and resistance.
- **Hull** – The main body of a boat.
- **Material Properties** – The characteristics of a material (e.g. waterproof, flexible, strong, light).
- **Prototype** – A model or early version of a design used for testing.
- **Refinement** – Making small changes to improve a design.
- **Sustainability** – Creating systems that minimise harm to the environment and conserve resources.

## Collaboration & Reflection

- **Teamwork** – Working together to solve problems and share ideas.
- **Communication** – Sharing thoughts, plans, and findings clearly with others.
- **Design Process** – Steps taken to create and improve a solution (plan, build, test, improve).
- **Evaluation** – Looking at what worked and what didn't, and why.

# Springbrook Ecology Walk – Vocabulary List (Years 4–6)

## Geological Features

- **Geology** – The study of the Earth’s structure, history, and the processes that shape it.
- **Volcano** – A mountain formed by lava and ash from within the Earth; Springbrook was part of an ancient shield volcano.
- **Erosion** – The wearing away of rocks and land by wind, water, or other natural forces.
- **Plateau** – A flat, elevated landform; Springbrook Plateau is part of a volcanic landscape.
- **Rock Formation** – A natural arrangement of rocks shaped over time by geological processes.
- **Fossil** – Preserved remains or traces of ancient life, important for understanding Earth’s history.

## Ecosystems & Interactions

- **Ecosystem** – A community of living things interacting with each other and their environment.
- **Rainforest** – A dense, wet forest with high biodiversity; one of the key habitats in Springbrook.
- **Montane Heath** – A high-altitude habitat with shrubs and small plants adapted to cooler, windy conditions.
- **Species** – A group of living things that are the same and can reproduce.
- **Habitat** – The natural environment where a plant or animal lives.
- **Biodiversity** – The variety of living species in an area, including plants, animals, fungi and micro-organisms.
- **Endemic** – A species found only in one particular area.

## Survival & Adaptations

- **Adaptation** – A feature or behaviour that helps a plant or animal survive in its environment.
- **Life Cycle** – The stages of life that a living thing goes through from birth to maturity.
- **Nocturnal** – Active at night (e.g. glow worms, some frogs, owls).
- **Camouflage** – Colours or patterns that help animals blend into their surroundings.
- **Threatened Species** – Animals or plants at risk of becoming endangered.

## Connection to Country & First Nations Knowledge

- **Country** – A First Nations concept that includes land, water, skies, plants, animals, people, and spirit – all connected.
- **First Nations** – Aboriginal and Torres Strait Islander peoples, the first custodians of this land.
- **Totem** – An animal, plant or natural feature that has spiritual and cultural importance to a person or group.
- **Traditional Ecological Knowledge** – Understanding of the environment passed down by First Nations peoples over thousands of years.
- **Sustainable Land Management** – Traditional and modern methods of caring for land and water to maintain healthy ecosystems.

## Environmental Management & Custodianship

- **Catchment** – An area where water collects and flows into a river, lake, or dam; Springbrook contributes to local drinking water supplies.
- **Conservation** – Protecting and looking after natural environments and species.
- **Custodianship** – Taking responsibility to care for and protect Country.
- **Human Impact** – The effects of human actions on the environment (e.g. tourism, pollution, development).
- **Sustainability** – Using resources wisely so they can continue to support life now and in the future.
- **Protected Area** – A place set aside to conserve nature and cultural heritage (e.g. World Heritage-listed parks).

# Team Building Games – Vocabulary List (Years 4–6)

## Movement Skills & Strategy

- **Movement** – How the body moves in space (e.g. walking, climbing, balancing).
- **Agility** – The ability to move quickly and easily.
- **Balance** – Staying steady and not falling over.
- **Coordination** – Using different parts of the body smoothly and accurately.
- **Strategy** – A plan or method used to solve a problem or complete a task.
- **Adapt** – To change your actions or plans based on the situation.

## Problem Solving & Thinking Skills

- **Problem-Solving** – Finding a way to fix or overcome a challenge.
- **Creative Thinking** – Using imagination and new ideas to solve problems.
- **Trial and Error** – Trying different ways to solve a problem until something works.
- **Solution** – A successful way to fix or complete a task.
- **Decision-Making** – Choosing the best option among different ideas.
- **Challenge** – A task that tests your skills, thinking, or teamwork.

## Participation & Wellbeing

- **Wellbeing** – Feeling healthy, happy, and safe in body and mind.
- **Resilience** – The ability to keep trying and stay positive, even when things are hard.
- **Engagement** – Being focused, involved, and giving your best effort.
- **Motivation** – The drive to keep going and complete a task.
- **Growth Mindset** – Believing that you can improve through effort and learning.

## Teamwork & Collaboration

- **Teamwork** – Working well with others to achieve a shared goal.
- **Collaboration** – Thinking and working together to complete a task.
- **Communication** – Sharing ideas clearly with others using talking, listening, and body language.
- **Negotiation** – Talking through differences to reach an agreement.
- **Leadership** – Guiding, supporting, and encouraging a group to work well together.
- **Inclusion** – Making sure everyone is involved and feels valued.

## Health & Safety

- **Safety** – Actions that help protect people from harm.
- **Supportive Behaviour** – Helping, encouraging, and respecting others.
- **Risk Assessment** – Thinking about what could go wrong and how to stay safe.
- **Responsibility** – Doing the right thing and being dependable.
- **Trust** – Believing that others will act safely and support the team.

# Water Cycle & Freshwater Studies – Vocabulary List (Years 4–6)

## Water Cycle Processes

- **Water Cycle** – The continuous movement of water through Earth's systems.
- **Evaporation** – When water changes from a liquid to a gas (water vapour) due to heat.
- **Condensation** – When water vapour cools and changes back into liquid, forming clouds.
- **Precipitation** – When water falls from the sky as rain, snow, or hail.
- **Runoff** – Water that flows over the land and into rivers, creeks, or dams.
- **Catchment** – An area where water is collected by the natural landscape and flows into a common waterway.

## Water Quality & Monitoring

- **Water Quality** – A measure of how clean or healthy water is for plants, animals, and people.
- **Turbidity** – How clear or cloudy water is, often caused by dirt or pollution.
- **Temperature** – How hot or cold the water is; affects the life in aquatic ecosystems.
- **Dissolved Oxygen** – The oxygen in water that animals like fish and bugs need to survive.
- **Pollution** – Harmful substances in water caused by human activity (e.g. litter, chemicals).
- **Disturbance** – Changes in the natural environment, such as erosion, land clearing, or construction.

## Freshwater Biodiversity & Macroinvertebrates

- **Macroinvertebrate** – Small animals without backbones that live in freshwater (e.g. water beetles, dragonfly nymphs).
- **Bioindicator** – A living organism that helps show how healthy an environment is.
- **Species Abundance** – The number of individuals of a species found in a certain area.
- **Sensitivity** – How easily a species is affected by pollution or changes in water quality.
- **Adaptation** – A feature or behaviour that helps an organism survive in its environment.

## Habitats & Basic Needs

- **Habitat** – The natural home where a plant or animal lives.
- **Riparian Zone** – The land alongside a river or creek, important for water quality and biodiversity.
- **Shelter** – A safe place that protects an organism from danger or weather.
- **Food Source** – Something that provides energy for living things.
- **Native Plant** – A plant that naturally grows in a specific area and supports local ecosystems.

## Classification & Scientific Inquiry

- **Classification** – Grouping organisms based on shared features.
- **Observation** – Looking closely and recording what you see.
- **Data** – Information collected during experiments or observations.
- **Sample** – A small part taken for study or testing.
- **Fieldwork** – Scientific study done outdoors in natural environments.
- **Analysis** – Examining data to find patterns or draw conclusions.

## Sustainability & Human Impact

- **Catchment Health** – The overall condition of land and water in a catchment area.
- **Sustainable Practices** – Actions that protect and maintain ecosystems for future generations.
- **Runoff Pollution** – Pollution washed into waterways during rainfall (e.g. litter, fertilisers).
- **Human Impact** – How human actions affect the environment, both positively and negatively.
- **Action Plan** – A set of steps designed to solve a problem or improve a situation (e.g. keeping waterways clean).