

**CURRICULUM SUGGESTIONS FOR AN INTEGRATED UNIT FOR PRE-YEAR 1 CHILDREN ABOUT HOW GOD'S CREATION HAS INSPIRED AUSTRALIAN INVENTIVENESS.**

In our competitions, 'Pre-Year 1' refers to all children who are below Year 1, such as Preps, Pre-Preps, Kindergarten, Pre-Kindergarten, Reception, Transition,

These suggestions show which activities Pre-Year 1 children could undertake for each curriculum area, and for which of the six categories of competition they might be relevant.

**The suggestions as stated do not necessarily satisfy the rules and judging points of a particular category.** The suggestions are simply non-exhaustive lists of ideas for a variety of activities you could do with your Pre-Year 1 children on the theme of Australian inventiveness. You can probably think of more ideas or vary those suggested here. Various Bible verses appearing in these suggestions could apply to more than one activity. You may be able to find more appropriate verses for your particular activities than those given. Wording of Bible verses will vary in different translations, so, to assist the judges, please note on the entry form which translation you used (eg. NKJV) for a particular activity if you enter the competitions.

**One way to use these activities for the purposes of the competitions is to carefully choose an invention you can make a lot out of. For eg, choose an invention you can make two or more entries about :** make a Poster and write a Song, write a factual account or report for a Writing entry, put the science of the activity into a Science entry, & the maths of the activity into a Mathematics entry. Some images from each of these could be an ICT entry.

**The Creation Education Resource Centre has resources available for loan that may be of use with your Pre-Year 1 students.**

**Creative Arts.**

**categories of competition in Semester 1, 2013**

activity	Poster	Song	Writing	Science	Maths	ICT
<b>P1.</b> create an artwork of a scripture that relates to an invention (eg. Exodus 2 : 16).	√			√		√
<b>P2.</b> create a poster of a scripture that relates to an invention (2 Chronicles 26 : 15).	√			√		
<b>P3.</b> make finger puppets for a puppet play (see #P5 of Performing Arts).			√			
<b>P4.</b> illustrate another activity (eg. a Science or Maths project and / or see #1 and #4 of English)			√	√	√	√
<b>P5.</b> illustrate a storybook (see #2 of English Language Arts)	√		√			

**Performing Arts.**

**categories of competition in Semester 1, 2013**

activity	Poster	Song	Writing	Science	Maths	ICT
<b>P1.</b> make simple instruments from what God has created (eg. seed pods)		√		√		
<b>P2.</b> use the instruments of #P1 to make a tune for a praise song (2 Samuel 22 : 50)		√			√	
<b>P3.</b> add words to the tune of #P2 and record the children singing it (2 Chronicles 29 : 30)		√				
<b>P4.</b> use simple instruments and / or voice to create sounds of an Australian invention inspired by God's creation.		√				
<b>P5.</b> use verses of scripture (eg. Proverbs 25 : 2) to make a song about inventiveness.		√				
<b>P6.</b> make up and perform a play about God's creation inspiring an Australian invention.			√	√	√	√

**Health and Physical Education.****categories of competition in Semester 1, 2013**

activity	Poster	Song	Writing	Science	Maths	ICT
<b>P1.</b> study the function and use of the bionic ear developed by Graeme Clark (Job 42 : 5A)			√	√	√	
<b>P2.</b> organise a Vegemite party, and find out the nutritional value of Vegemite (cf. Genesis 3 : 19A).		√	√	√	√	√
<b>P3.</b> show how tea tree oil can be used as a disinfectant (Isaiah 41 : 19).	√	√	√	√	√	√

**English Language Arts.****categories of competition in Semester 1, 2013**

activity	Poster	Song	Writing	Science	Maths	ICT
<b>P1.</b> make an illustrated storybook about an Australian invention that has been inspired by God's creation			√	√		
<b>P2.</b> tell how being created in God's image makes you creative (Genesis 1 : 26 – 27)		√	√	√		
<b>P3.</b> teach your children a poem or rhyme about an Australian invention that has been inspired by God's creation		√	√	√		
<b>P4.</b> produce an illustrated dictionary containing three or more listings of boimimicry (Genesis 1 : 12, 21, 25)			√	√	√	√
<b>P5.</b> describe and illustrate your inventiveness (see #P1 – #P5 of Science).		√	√	√		
<b>P6.</b> retell the story of the development of the Coolgardie Safe (Joshua 9 : 12)		√	√			√
<b>P7.</b> use PowerPoint presentation to present researched information				√	√	√

**Social Studies, including History.****categories of competition in Semester 1, 2013**

activity	Poster	Song	Writing	Science	Maths	ICT
<b>P1.</b> on a family outing, note which aspects of God's creation inspired Australian inventions	√	√	√	√		√
<b>P2.</b> list the different items used at your house, school or church that were inspired by God's creation		√	√	√		√
<b>P3.</b> discuss implications for vision impaired people of the Mountbatten Braille invented by Quantum Technology in Sydney	√	√	√		√	√
<b>P4.</b> relate God's design of human senses to the invention of the Audio-Tactile Pedestrian Detector (Deut 29 :4)		√	√	√		
<b>P5.</b> discuss your inventiveness (see #P1–5 of Science) with members of your family or class.			√	√	√	√
<b>P6.</b> experiment with how you could use lightning bugs to get a message to someone.			√	√	√	√

**Science.****categories of competition in Semester 1, 2013**

<b>activity</b>	<b>Poster</b>	<b>Song</b>	<b>Writing</b>	<b>Science</b>	<b>Maths</b>	<b>ICT</b>
<b>P1.</b> show your inventiveness by using bits and pieces to design something inspired by Day 2 of Creation Week (Gen 1 : 6 – 8).	√	√	√	√		√
<b>P2.</b> show your inventiveness by using bits and pieces to design something inspired by Day 3 of Creation Week (Gen 1 : 9 – 13).	√	√	√	√		√
<b>P3.</b> show your inventiveness by using bits and pieces to design something inspired by Day 4 of Creation Week (Gen 1:14–19).	√	√	√	√		√
<b>P4.</b> show your inventiveness by using bits and pieces to design something inspired by Day 5 of Creation Week (Gen 1:20–23).	√	√	√	√		√
<b>P5.</b> show your inventiveness by using bits and pieces to design something inspired by Day 6 of Creation Week (Gen 1:24–31).	√	√	√	√		√
<b>P6.</b> make a working model of an Alston windmill & demonstrate its use (Ps 147 : 18A)	√	√	√	√	√	√
<b>P7.</b> build and demonstrate the use of a Coolgardie Safe (Joshua 9 : 12)			√	√	√	
<b>P8.</b> demonstrate the effectiveness of an organic fertiliser such as Dynamic Lifter, invented in NSW by Norman Jennings				√	√	√
<b>P9.</b> learn to say the names of three or more Australian inventions inspired by God's creation			√	√		√
<b>P10.</b> show how Mollison's Permaculture is stewardship of God's creation (Genesis 2 : 15)			√	√	√	√
<b>P11.</b> make a rotary clothes hoist and show how it works (Psalm 147 : 18)	√	√	√	√	√	√
<b>P12.</b> use a photovoltaic kit to show how solar cells / panels work (Psalm 74 : 16)	√	√	√	√		√
<b>P13.</b> raise the temperature of some water by using solar energy (Psalm 136 : 8)	√	√	√	√		

**Mathematics.****categories of competition in Semester 1, 2013**

<b>activity</b>	<b>Poster</b>	<b>Song</b>	<b>Writing</b>	<b>Science</b>	<b>Maths</b>	<b>ICT</b>
<b>P1.</b> show six examples of Australian inventiveness inspired by the days of creation week (Gen chap 1)					√	√
<b>P2.</b> record & present data about water requirements for a Coolgardie Safe to function well (Joshua 9 : 5)		√	√	√	√	√
<b>P3.</b> record & present data about temperatures produced inside a functioning Coolgardie Safe (Joshua 9:5)		√	√	√	√	√
<b>P4.</b> record and present data about work accomplished by an Alston windmill (Ps 135 : 7C)	√	√	√	√	√	√
<b>P5.</b> measure and record data about your favourite toy / pastime that depends on gravity		√			√	√
<b>P6.</b> measure and record data about your favourite toy / pastime that depends on light (Genesis 1 : 3)		√			√	√
<b>P7.</b> measure & record data about your favourite toy / pastime that depends on water or air (Gen 1:8)		√			√	√