

Curriculum Mapping System

for Educational Expert

SCIENCE ISLAND

Your STEM learning content provider



USER GUIDE

System Access

<http://18.237.13.179:3000/>

June 2022

01

Background

The system is the auxiliary tool of Teacher Portal for mapping activities of Science Island to Australian Curriculum

02

Target

The system helps to find the curriculum code, learning area and general capability of Australian Curriculum for each activity.

The mapping results can be referred back to Teacher Portal for its own use via shared database

The curriculum data in the system is updated regularly along with the Australian Curriculum website



03

Main Functionality

- **My Activity Pool**
- **New Activity**
- **Map Curriculum**
- **Upload Content**



**WE OFFER
SERVICES FOR
YOUR
CURRICULUM
MAPPING AND
MANAGEMENT**

MY ACTIVITY POOL

Have an overview of all activities!



Check anything you want to see the activities

Note: "Learning Area" & "General Capability" are from Australian Curriculum

Click "**Details**" to see the mapping results (if mapped)

Click "**Map Curriculum**" for mapping (if unmapped)

Home / My Activity Pool

Filter by folders

Status

- Check all
- Mapped
- Unmapped

Quest Type

- Check all
- book
- animation
- quiz
- game
- song
- other

Learning Area

- Check all
- English
- Mathematics
- Science
- Humanities and Social Sciences
- The Arts
- Technologies
- Health and Physical Education
- Languages

General Capability

- Check all

139 Activities Available

1 2 3 4 5 ... 24 < > 6 / page Go to Page

 ID: 3 The Snowy Mountain Folder: Status: Unmapped Year Level: Quiz Animation ...	 ID: 4 All Eyes on Billy Folder: Status: Unmapped Year Level: Quiz Animation ...	 ID: 5 Dinosaurs are AWESOME! Folder: Status: Unmapped Year Level: Quiz Animation ...
 ID: 6 Campfire Safety Folder: Status: Unmapped Year Level: Quiz Animation ...	 ID: 7 Billy and the Bone Folder: Status: Unmapped Year Level: Quiz Animation ...	 ID: 8 The Amazing Fossil Folder: Status: Unmapped Year Level: Quiz Animation ...

Logout

NEW ACTIVITY

Adding a new activity to the system ready for mapping!

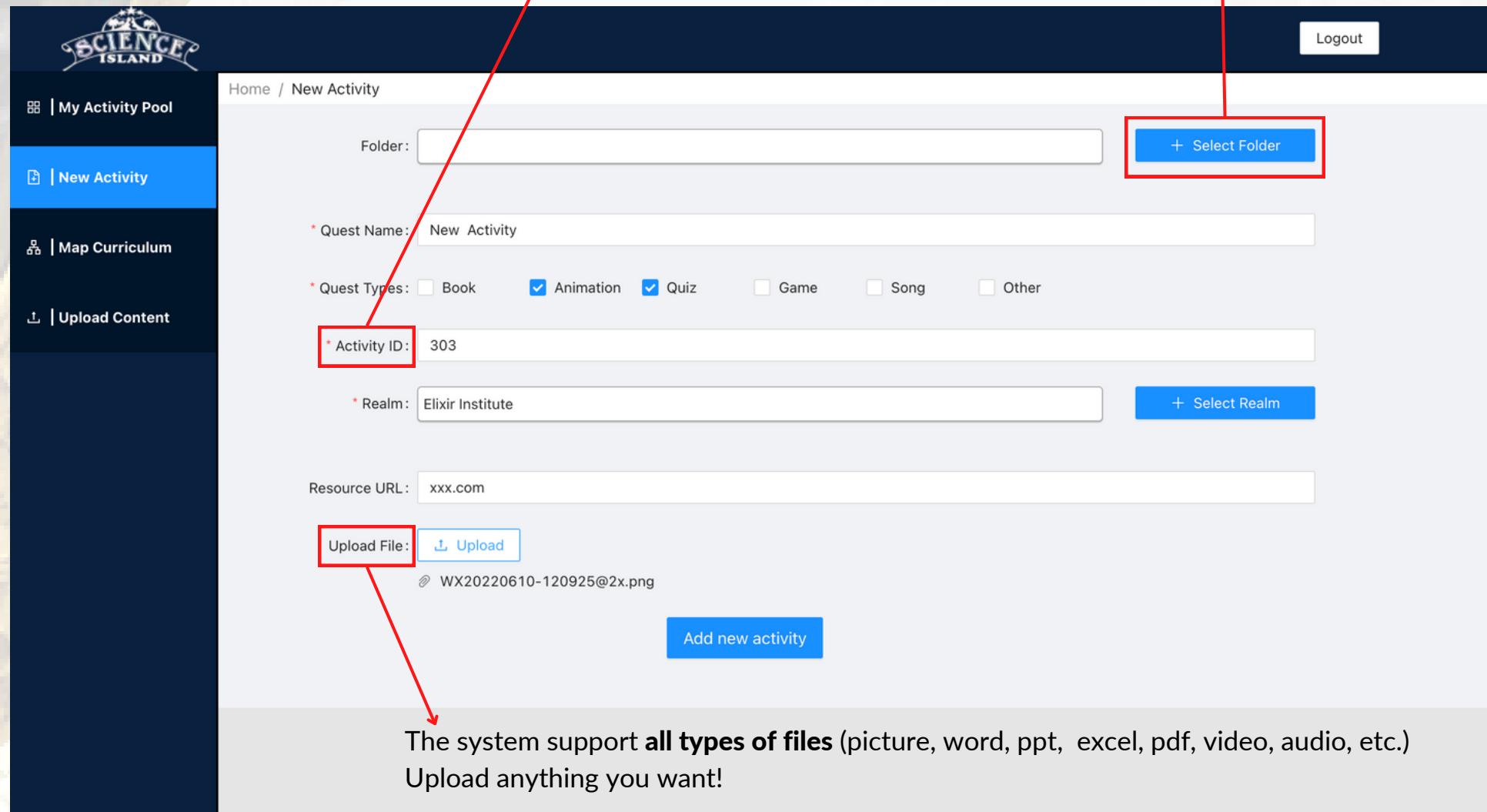


Filling up the form to add a new activity into the system (without mapping)

"Folder" is depending on user's own preference

Click here to create new folder to categorise the activity (see next page)

Note: Activity ID is defined as **Integer ONLY**



Home / New Activity

Logout

Folder:

+ Select Folder

* Quest Name: New Activity

* Quest Types: Book Animation Quiz Game Song Other

* Activity ID:

* Realm: Elixir Institute

+ Select Realm

Resource URL:

Upload File: WX20220610-120925@2x.png

Add new activity

The system support **all types of files** (picture, word, ppt, excel, pdf, video, audio, etc.)
Upload anything you want!

NEW ACTIVITY

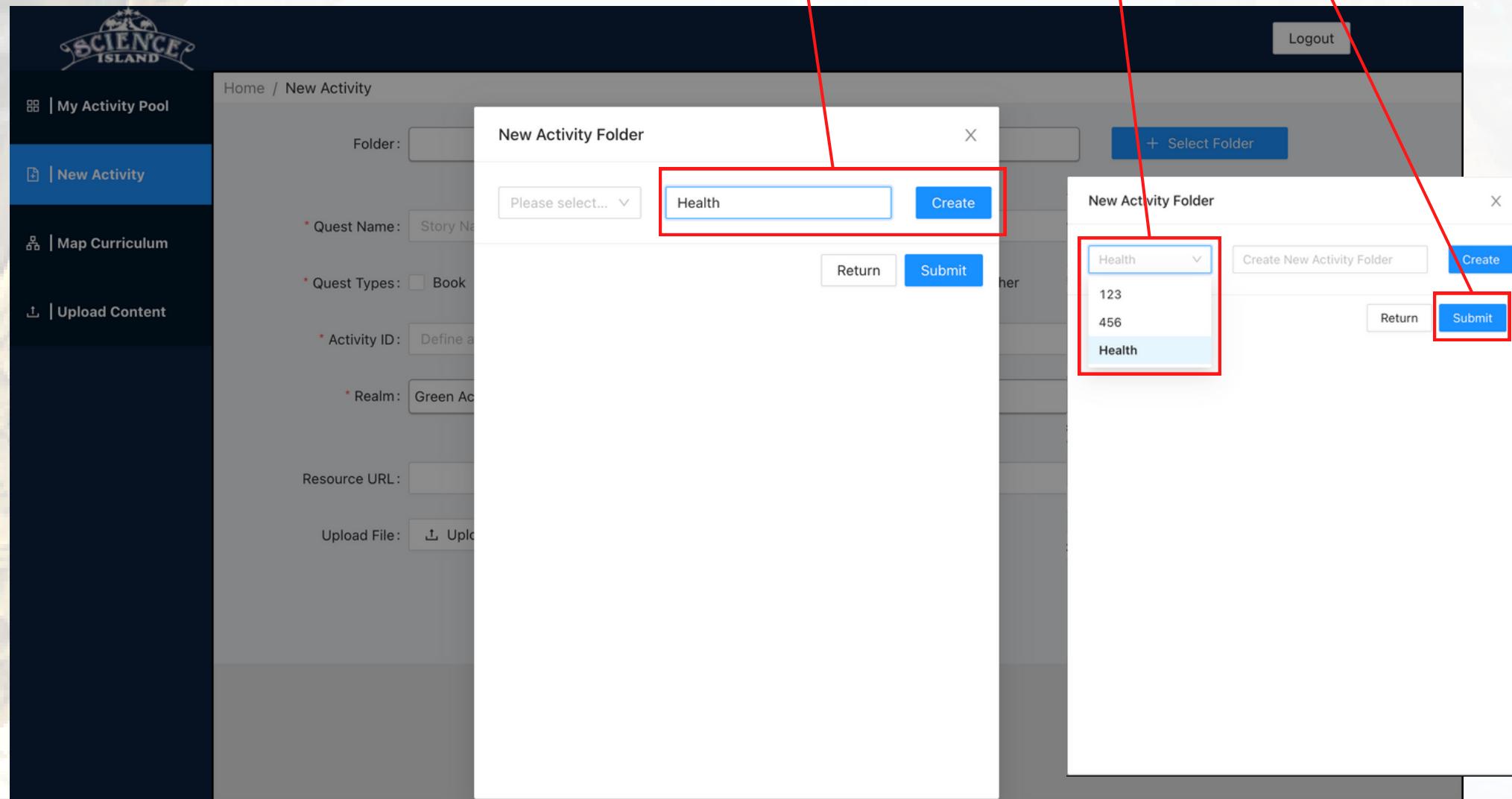
Adding a new activity to the system ready for mapping!



1. Type in a folder name as you like
2. Click "Create"

3. The new folder will automatically be added

4. Click "Submit"



The screenshot shows the 'New Activity' interface. On the left, a sidebar menu includes 'My Activity Pool', 'New Activity' (which is highlighted in blue), 'Map Curriculum', and 'Upload Content'. The main area is titled 'Home / New Activity'. It contains fields for 'Quest Name' (set to 'Story N'), 'Quest Types' (unchecked), 'Activity ID' (unchecked), 'Realm' (set to 'Green Ac'), 'Resource URL', and 'Upload File'. A 'New Activity Folder' modal is open, prompting for a folder name. The input field contains 'Health', and the 'Create' button is highlighted with a red box. In the background, another 'New Activity Folder' modal is visible, showing a list of existing folders: '123', '456', and 'Health' (which is also highlighted with a red box). The 'Submit' button for this second modal is also highlighted with a red box.

MAP CURRICULUM

Map your activity to Australian Curriculum!



Note: there are two entries for this section

1. Navigated from "My Activity Pool" to map an existing activity
2. Directly click the sidebar to add & map a new activity into the system at once

Filling up the form below, the workflow of the blue buttons are same as before
The boxes without asteroid (*) can be blank

The screenshot shows the 'Map Curriculum' form. On the left sidebar, the 'Map Curriculum' option is selected. The main form has a red box around the 'Identification' section, which contains fields for Activity ID (1), Quest Name (Get Well Soon), Quest Types (Book, Animation, Quiz, Game, Song, Other), Resource URL (https://vimeo.com/119142769), and In-game Link (http://scienceisland.com/main.php#realm/6/question/1/animation/119142769). A red arrow points from the 'Identification' label to a pink callout box that says 'Filling up all the information to help the system identify an activity'. Another red box surrounds the 'Folder' field in the 'My Activity Pool' section, which is empty. A red arrow points from this field to a pink callout box that says 'Same logic as the folder in "New Activity", can be left as blank if you don't want to change the old folder of an existing activity / categorise the new activity'. The 'Select Folder' button is also visible.

Home / Map Curriculum

Identification

* Activity ID: 1

* Quest Name: Get Well Soon

* Quest Types: Book, Animation, Quiz, Game, Song, Other

* Resource URL: https://vimeo.com/119142769

* In-game Link: http://scienceisland.com/main.php#realm/6/question/1/animation/119142769

My Activity Pool

Folder

+ Select Folder

Content Description

MAP CURRICULUM

Map your activity to
Australian Curriculum!



Home / Map Curriculum

Content Description Filling the content related to an activity

* Question Spoken	Which diseases kill the most children?	+ Select Realm
* Realm	Green Acres	+ Select Topic
* Topic	Dinosaurs and Fossils	+ Select Key Concept
* Key Concepts	Disease , Hygiene , Staying Healthy	+ Select Key Concept
Real World Connection	Novel Coronavirus, Pandemic(COVID-19), Pneumonia, Social Distancing, Hospitals	
* Content Description	Comprehending texts through listening, reading, and viewing	
* Learning Intentions / Outcomes	Understand that language varies according to context and they increase their ability to use language flexibly	

MAP CURRICULUM

Map your activity to Australian Curriculum!



Home / Map Curriculum

Educational Use → Keep adding related information to this activity, you almost there!

Audience

+ Select Purpose

* Year Level

Year 1
 Year 4
 Year 7
 Year 10
 Foundation

Year 2
 Year 5
 Year 8
 Year 11
 All

Year 3
 Year 6
 Year 9
 Year 12

* Age Range

10-12

+ Add Age Range

* Audience Role

School

Teacher

Parent

Student

Curriculum Consistency

MAP CURRICULUM

Map your activity to
Australian Curriculum!



Voila !

Australian Curriculum !

Click Here

Australian Curriculum

Other International Curriculum

Code **Learning Area**

ACTDEP005 Technologies

ACTDEP007 Technologies

Author

* Scientist

* Field of Expertise + Select Field

Curriculum Consistency

Choose a Curriculum

* Curriculums

Gen

Liter

Info

Tech

Criti

Info

Tech

Map to Australian F-10 Curriculum

input search text

Filter

3991 Result(s) Returned

- + Arabic: Foundation Year,Year 1,Year 2 | Communicating | Creating
- + Arabic: Foundation Year,Year 1,Year 2 | Communicating | Informing
- + Arabic: Foundation Year,Year 1,Year 2 | Communicating | Reflecting
- + Arabic: Foundation Year,Year 1,Year 2 | Communicating | Socialising
- + Arabic: Foundation Year,Year 1,Year 2 | Communicating | Translating

< 1 2 3 4 5 ... 400 > 10 / page Go to Page

Map Cancel

MAP CURRICULUM

Map your activity to
Australian Curriculum!



Voila !

Australian Curriculum !

Map to Australian F-10 Curriculum

input search text

Logout

My Activity Po Map Curriculum

Filter

Learning Area Health and Physical Education - 18

Year Level

1. Use the filter to quickly find the curriculum

18 Result(s) Returned

Health and Physical Education: Year 5, Year 6 | Movement and Physical Activity | Learning through movement

Participate positively in groups and teams by encouraging others and negotiating roles and responsibilities
Code: ACPMP067

Apply critical and creative thinking processes in order to generate and assess solutions to movement challenges
Code: ACPMP068

Demonstrate ethical behaviour and fair play that aligns with rules when participating in a range of physical activities
Code: ACPMP069

Health and Physical Education: Year 5, Year 6 | Movement and Physical Activity | Moving our body

Health and Physical Education: Year 5, Year 6 | Movement and Physical Activi

2. Check as many curriculum as you want

3. Scroll down to click here finishing the mapping!

MAP CURRICULUM

Map your activity to
Australian Curriculum!



Home / Map Curriculum

Logout

Author

Input author information of the activity

* Scientist	Professor Trevor Duke	+ Select Scientist
* Field of Expertise	Pediatrics	+ Select Field
Title / Position	Director of the Centre for International Child Health, the Deputy Director and the Clinical Director of the Royal Children's Hospital ICU	
Institution	Royal Children's Hospital	+ Select Institution
Email	Trevor.Duke@rch.org.au	
Phone		
Country	Australia	+ Select Country

MAP CURRICULUM

Map your activity to
Australian Curriculum!



Logout

Home / Map Curriculum

Email: Trevor.Duke@rch.org.au

Phone:

Country: Australia [+ Select Country](#)

Mapping Person

Record the information of mapping person

* Name: Jiayi Li

* Email: jiayi@gmail.com

Phone:

Confirm

Click here to finish!

My Activity Pool

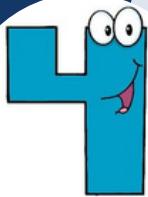
New Activity

Map Curriculum

Upload Content

UPLOAD CONTENT

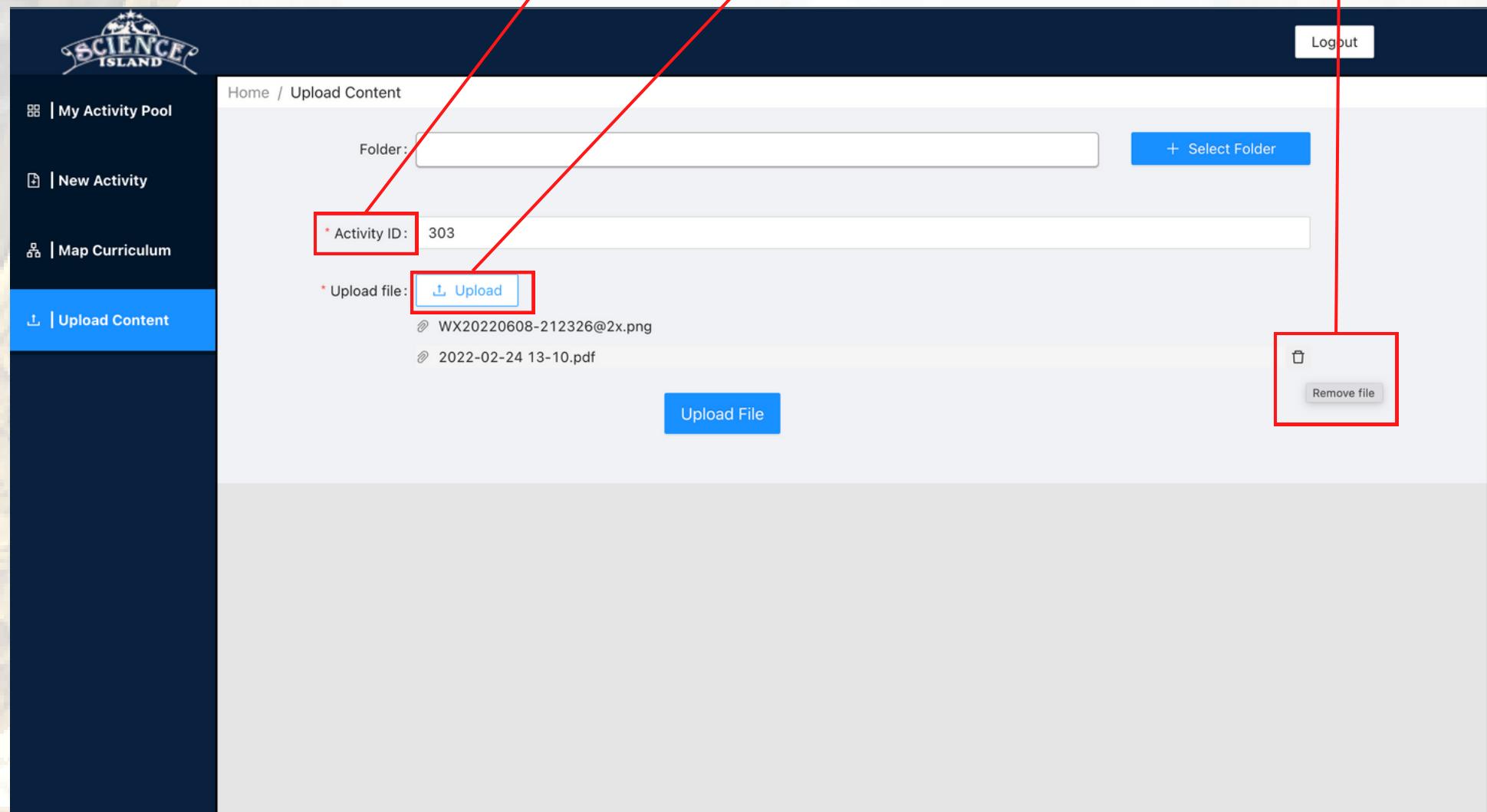
Any thing forgot
to be attached?
Upload here!



Note: The file must be attached to an activity via "Activity ID", otherwise the system can not find which activity to be supplemented

1. Click "Upload"
2. Choose the file you want to attach

Hover your mouse here to delete if something uploaded wrong



Logout

Home / Upload Content

Folder:

+ Select Folder

* Activity ID: 303

* Upload file:

WX20220608-212326@2x.png

2022-02-24 13-10.pdf

Upload File

Remove file