

## Curriculum

At Mundingburra State School, our total curriculum approach is called "Brainy Learning". "Brainy Learning" provides for all the schooling, enabling learning as a brain and body developmental activity. Across three broad dimensions, ENRICHMENT, STRUCTURE and PERFORMANCE, the school will emerge its pedagogical foci in terms of "what" and "how" learners develop, whilst inextricably linked to organizational and management strategies, short and long term.

We offer a comprehensive curriculum program incorporating the key learning areas of Maths, English, Technology, Health Physical Education, LOTE, Science, SOSE and The Arts, including a specific dance and drama program outsourced by two local dance and drama companies.

Over the next few years as per our Strategic Plan we will be incorporating the philosophy and strategies of the brainy learning approach in to MSS implementation of QCAR (Queensland Curriculum, Assessment and Reporting Framework).

A key component of our "Brainy Learning" strategy is the explicit teaching of "how our emotions work" through Emotions Awareness for Behaviour Choice. We have developed a shared understanding and designed key learning benefits within our curriculum (called Knowledge Map) which are taught formally to students from Prep to Year 7. These key learning benefits are underpinned by our three values of CURIOSITY, COMPASSION and RESILIENCE. The significant shift in "authority dependency" or a reliance on someone else to "fix" mistakes has enabled the pupils to acquire important skills for life long learning. We are also implementing a School wide Positive Behaviour Support initiative which explicitly teaches students these behaviours that are expected of them and then practicing them in a supportive and positive school environment.

We have many supporting extra curricula activities with which the students enjoy including formal dance and drama classes, Choir, Instrumental music program (some 100 pupils) Science Mates and Music Mates. Children

We have excellent facilities to support learning in the area of technology including a computer laboratory with approx 30 computers linked for word processing and a multi-media lab used to design quality reading books and short film.

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