

# CURRICULUM ALIGNMENT

## EDUCATION ON SHOW



**FOUNDATION TO 6**

## COMPETITION OVERVIEW

Education on Show is a competition devoted to showcasing design and digital technologies, visual artworks and English literacy by Queensland students from Prep to Grade 6.

The competition covers a wide range of contemporary curriculum-aligned skills.

Class eligibility is determined by student year level and the competition classes can be found in the [Competition Schedule](#).

## IMPORTANT CONTACTS

*Competition Enquiries*

[entries@rna.org.au](mailto:entries@rna.org.au)

*Education Content Enquiries*

[education@ekka.com.au](mailto:education@ekka.com.au)

*Ekka School & Group Bookings Enquiries*

[groupbookings@ekka.com.au](mailto:groupbookings@ekka.com.au)

## 2025 THEME

# *Feeding the Future*

Step into the world of agriculture and join us for a captivating exploration of 'Feeding the Future'. The theme for this year's Education on Show will take students on a journey through the heart of our food systems, highlighting and celebrating the vital role farmers play in shaping our future.

Students will explore the balance between traditional farming practices and cutting-edge innovations that sustainably drive our agricultural industry forward.

'Feeding the Future' invites you to connect with the roots of our sustenance and explore the possibilities that lay ahead in ensuring a resilient and prosperous future for generations to come. Join us in investigating and exploring the science of agriculture and its impact on our future.





## CLASS 1

### *Create a Farm Animal*

Using paper plates (no larger than a dinner plate), create a farm animal.

## CURRICULUM LINKS

### VERSION 8.4

#### *Visual Arts*

Create and display artworks to communicate ideas to an audience ([ACAVAM108](#))

#### *Design and Technologies*

Use and experiment with different materials, techniques, technologies and processes to make artworks ([ACAVAM107](#)).

Create and display artworks to communicate ideas to an audience ([ACAVAM108](#)).

Generate, develop and record design ideas through describing, drawing and modelling ([ACTDEP006](#)).

### VERSION 9

#### *Design & Technologies*

Generate, communicate and evaluate design ideas, and use materials, equipment and steps to safely make a solution for a purpose ([AC9TDEFP01](#))

#### *Visual Arts*

Use play, imagination, arts knowledge, processes and/or skills to discover possibilities and develop ideas ([AC9AVAFD01](#))

Create arts works that communicate ideas ([AC9AVAFD01](#))



*Literacy*



*Personal & Social Capability*



*Creative & Critical Thinking*

## CLASSROOM RESOURCES

### *What does a Farm Animal Look Like?*

Animals that live on a farm are usually kept there for their produce, labor, or meat. For centuries the relationship between man and certain animals have developed in such a way that the farmer takes care of the animals throughout its life, and in return takes the produce, for example, milk from cattle, and eggs from poultry. <https://www.animalspot.net/farm-animals>

Video: [Farm Animals for Kids | Learn all about these fun animals!](#)

<https://youtu.be/zFtMamMUAVw>





## CLASS 2

### *Vegetable Printing*

Create a repeating pattern using fruit and/or vegetable. Use a printing technique e.g. stamping.

## CURRICULUM LINKS

### VERSION 8.4

#### *Visual Arts*

Use and experiment with different materials, techniques, technologies and processes to make artworks ([ACAVAM107](#))

Create and display artworks to communicate ideas to an audience ([ACAVAM108](#))

#### *Maths*

Sort and classify familiar objects and explain the basis for these classifications. Copy, continue and create patterns with objects and drawings ([ACMNA005](#))

## VERSION 9

#### *Visual Arts*

Create arts works that communicate ideas ([AC9AVAF01](#))

#### *Maths*

Recognise, copy and continue repeating patterns represented in different ways ([AC9MFA01](#))



*Numeracy*



*Creative & Critical Thinking*



*Literacy*



*Personal & Social Capability*

## CLASSROOM RESOURCES

### *Create textured produce prints using vegetables as stamps!*

Texture, shape, and feeling have inspired artists for thousands of years. Artist Maurice Richard Grosser was inspired by the texture of this cabbage to create a painting. Grosser uses a hyper-realistic style to capture every bump, curl, and imperfection in this plant.

[Activity: Vegetables onto paper](#)

*Potato stamping art for kids 🥔 / Potato stamp Tulip 🌷 Chick 🐣  
Watermelon 🍉 Pineapple 🍍 / DIY Potato art 🥔*

Before plastic stencils there was printing with potatoes. Potato prints are easy and quick to develop and design a shape or pattern. They are a great way to make simple patterns

[Video: Potato stamping art for kids](#)



## CLASS 3

### *Barnyard Scene (Group Entry)*

Create a MURAL illustrating a scene of a barnyard - animals, crops, machines etc.

## CURRICULUM LINKS

### VERSION 8.4

#### *Visual Arts*

Use and experiment with different materials, techniques, technologies and processes to make artworks ([ACAVAM107](#)).

Create and display artworks to communicate ideas to an audience ([ACAVAM108](#)).

### VERSION 9

#### *Visual Arts*

Create arts works that communicate ideas ([AC9AVAF01](#)).

Explore how and why the arts are important for people and communities ([AC9AVAFE01](#)).

Use play, imagination, arts knowledge, processes and/or skills to discover possibilities and develop ideas ([AC9AVAFD01](#)).



*Intercultural Understanding*



*Creative & Critical Thinking*



*Literacy*



*Personal & Social Capability*

## CLASSROOM RESOURCES

### *ABC Education: Future Farmers - Australian Agriculture*

Agriculture is the activity of growing food and raising livestock. It's also known as farming, and it provides us with most of the foods we eat. In this series of videos, we learn about some of Australia's largest agricultural industries and discover how some of our foods and drinks are produced. Join Georgia, who won a TV-show cooking competition when she was only 11 years old, and visit a range of Australian farms. Meet some young farmers, find out how our food is grown, explore agricultural technologies and learn how to cook with the produce we investigate!

[www.abc.net.au/education/digibooks/future-farmers-australian-agriculture/101729002](http://www.abc.net.au/education/digibooks/future-farmers-australian-agriculture/101729002)

### *Growing a garden*

Learning to grow a garden provides students with an opportunity to watch things grow from a seed to something magical. This activity provides easy and simple ways to start mini gardens for your students.

<https://www.kidsdogardening.com/making-a-miniature-farmyard/>



## CLASS 4

### *Preposition Poem (English)*

The first sentence must start with "The caterpillar crawled..."

A prepositional poem is structured so that each new line begins with a prepositional phrase  
e.g. across the, under the, over the... ect.

## CURRICULUM LINKS

### VERSION 8.4

#### *English: Literature*

Listen to, recite and perform poems, chants, rhymes and songs, imitating and inventing sound patterns including alliteration and rhyme ([ACELT1585](#))

Identify, reproduce and experiment with rhythmic, sound and word patterns in poems, chants, rhymes and songs ([ACELT1592](#))

#### *English: Literature*

Identify, reproduce and experiment with rhythmic, sound and word patterns in poems, chants, rhymes and songs ([ACELT1592](#))

Innovate on familiar texts by experimenting with character, setting or plot ([ACELT1833](#))

### VERSION 9

#### *English: Literature*

Discuss literary texts and share responses by making connections with students' own experiences ([AC9E1LE02](#))

Identify, reproduce and experiment with rhythmic sound and word patterns in poems, chants, rhymes or songs ([AC9E2LE04](#))

Create and edit literary texts by adapting structures and language features of familiar literary texts through drawing, writing, performance and digital tools ([AC9E2LE05](#))

Create and edit short imaginative, informative and persuasive written and/or multimodal texts for familiar audiences, using text structure appropriate to purpose, simple and compound sentences, noun groups and verb groups, topic-specific vocabulary, simple punctuation and common 2-syllable words  
[AC9E2LY06](#)



*Literacy*



*Creative & Critical Thinking*

## ADDITIONAL ASSISTANCE

For students who may need additional assistance in brainstorming words for each letter of FARMERS, a junior dictionary may be of assistance or an Australian A-Z of Agriculture video or book such as [George the Farmer Alphabet on the Farm](#).





**CLASS 5***Create a Caterpillar*

Construct a 3D model of a caterpillar using a variety of materials.

**CURRICULUM LINKS****VERSION 8.4***Design and Technologies*

Explore how plants and animals are grown for food, clothing and shelter and how food is selected and prepared for healthy eating ([ACTDEK003](#))

*Visual Arts*

Use and experiment with different materials, techniques, technologies and processes to make artworks ([ACAVAM107](#))

Create and display artworks to communicate ideas to an audience ([ACAVAM108](#))

**VERSION 9***Design and Technologies*

Use materials, components, tools, equipment and techniques to safely make designed solutions ([AC9TDE2P02](#))

generate and communicate design ideas through describing, drawing or modelling, including using digital tools ([AC9TDE2P01](#))

*Visual Arts*

Use visual conventions, visual arts processes and materials to create artworks ([AC9AVA2C01](#))

Experiment and play with visual conventions, visual arts processes and materials ([AC9AVA2D01](#))



*Creative & Critical  
Thinking*



*Literacy*



*Personal &  
Social Capability*

**ADDITIONAL RESOURCES***Creating a Caterpillar*

Caterpillars are insects characterised by three main body parts—head, thorax, and abdomen—and a pair of antennae on their heads. Most caterpillars are herbivores, meaning they primarily feed on plants.

[Video: Children's Craft Activity | The Very Hungry Caterpillar](#)

*Creating a 3D Caterpillar will develop fine motor skills.*

[Activity: Crafty Morning - Egg-carton Caterpillar](#)

[Activity: Buggy & Buddy - The-very-hungry-caterpillar-craft/](#)

[Activity: Facts-about-caterpillars-lesson-for-kids](#)

[Activity: The Spruce Crafts - Caterpillar Crafts](#)



## CLASS 6

### *Busy Bees*

Bees are an essential part of food production now and into the future.

Create an artwork to fit the title "Busy Bees."

## CURRICULUM LINKS

### VERSION 8.4

#### *Design and Technologies*

Generate, develop and record design ideas through describing, drawing and modelling ([ACTDEP006](#))

Explore how plants and animals are grown for food, clothing and shelter and how food is selected and prepared for healthy eating ([ACTDEK003](#)).

#### *Visual Arts*

Use and experiment with different materials, techniques, technologies and processes to make artworks ([ACAVAM107](#))

Create and display artworks to communicate ideas to an audience ([ACAVAM108](#))

### VERSION 9

#### *Design and Technologies*

Generate and communicate design ideas through describing, drawing or modelling, including using digital tools ([AC9TDE2P01](#))

#### *Visual Arts*

Experiment and play with visual conventions, visual arts processes and materials ([AC9AVA2D01](#))

Use visual conventions, visual arts processes and materials to create artworks ([AC9AVA2C01](#))

## ADDITIONAL RESOURCES

### *Centre for Bee Education*

Primary and secondary students can access bee and pollination-related resources to enhance their learning. The informative, engaging content is simple and easy to use, providing science-based information to students with infographics and photography, perfect for school projects or presentations.

<https://www.wheenbeefoundation.org.au/c4be/student-resources/>

### *Cool.org & Act for Bees*

Cool Org and Act for Bees have produced Australian Curriculum aligned information to assist students in exploring the importance of bees and how their role as pollinators is pivotal to human food production.

<https://cool.org/love-food-love-bees-curriculum-resources>    <https://actforbees.org/>



*Numeracy*



*Literacy*



*Creative & Critical Thinking*



*Digital Literacy*



*Personal & Social Capability*



Centre  
For Bee  
Education



**CLASS 7***Agriculture Map*

Draw a map of Queensland showing the locations of at least 5 different agricultural industries. Include a 'key' to show where these primary industries are.  
(eg. sugar cane, fishing, mangoes, citrus, cotton, cattle, sheep etc)

**CURRICULUM LINKS****VERSION 8.4***HASS: Geography*

The main climate types of the world and the similarities and differences between the climates of different places ([ACHASSK068](#))

The importance of environments, including natural vegetation, to animals and people ([ACHASSK088](#))

*Visual Arts*

Use materials, techniques and processes to explore visual conventions when making artworks ([ACAVAM111](#))

**VERSION 9***HASS: Geography*

The importance of environments, including natural vegetation and water sources, to people and animals in Australia and on another continent ([AC9HS4K05](#))

*Visual Arts*

Experiment with a range of ways to use visual conventions, visual arts processes and materials ([AC9AVA4D01](#))



*Creative & Critical  
Thinking*



*Sustainability*



*Personal &  
Social Capability*

**ADDITIONAL ASSISTANCE**

For students who may need additional assistance in locating agricultural production areas in Queensland, the following provide simple maps noting some of the state's top commodities:

[The Australian Beef Industry: Map of Production by PwC](#) (see page 2)

[We are Australian Sugarcane Growers](#)

[Where is Cotton Grown by Cotton Australia](#)

[Growing Regions by GRDC](#) for Australia's grains including wheat

[The Banana Story: Growing Regions by Australian Bananas](#)

[Australia's Dairy Regions by Dairy Australia](#)

[Australian Strawberry Grower Regions by Berries Australia](#)

[Macadamia Nut Growing Regions, Australia, by Australian Macadamias](#)



## CLASS 8

### *Bee Information Poster*

Create a poster to illustrate the 3 types of bees in a colony.

## CURRICULUM LINKS

### VERSION 8.4

#### *Visual Arts*

Use materials, techniques and processes to explore visual conventions when making artworks ([ACAVAM111](#))

Present artworks and describe how they have used visual conventions to represent their ideas ([ACAVAM112](#))

#### *English*

Explore the effect of choices when framing an image, placement of elements in the image, and salience on composition of still and moving images in a range of types of texts ([ACELA1496](#))

Use a range of software including word processing programs to construct, edit and publish written text, and select, edit and place visual, print and audio elements ([ACELY1697](#))

### VERSION 9

#### *English*

Identify the purpose of layout features in print and digital texts and the words used for navigation ([AC9E3LA05](#))

Explore the effect of choices when framing an image, placement of elements in the image and salience on composition of still and moving images in texts ([AC9E4LA10](#))

Use comprehension strategies such as visualising, predicting, connecting, summarising, monitoring and questioning to build literal and inferred meaning, to expand topic knowledge and ideas, and evaluate texts ([AC9E4LY05](#))

#### *Visual Arts*

Use visual conventions, visual arts processes and materials to create artworks that communicate ideas, perspectives and/or meaning ([AC9AVA4C01](#))

Experiment with a range of ways to use visual conventions, visual arts processes and materials ([AC9AVA4D01](#))

## CLASSROOM RESOURCES

### *Centre for Bee Education*

Primary and secondary students can access bee and pollination-related resources to enhance their learning.

<https://www.wheenbeefoundation.org.au/c4be/student-resources/>

### *Cool.org & Act for Bees*

Cool Org and Act for Bees have produced Australian Curriculum aligned information to assist students in exploring the importance of bees and how their role as pollinators is pivotal to human food production.

<https://cool.org/love-food-love-bees-curriculum-resources>    <https://actforbees.org/>



*Digital Literacy*



*Creative & Critical Thinking*



*Personal & Social Capability*



*Literacy*



**CLASS 9***View from a Drone*

Drones are increasingly used in agriculture. For example, mustering, fertilizing, soil monitoring, and surveying. Draw an agricultural activity or scene from a drone's bird's eye view.

**CURRICULUM LINKS****VERSION 8.4***Design and Technologies*

Investigate food and fibre production and food technologies used in modern and traditional societies ([ACTDEK012](#))

Investigate the suitability of materials, systems, components, tools and equipment for a range of purposes ([ACTDEK013](#)).

Generate, develop, and communicate design ideas and decisions using appropriate technical terms and graphical representation techniques ([ACTDEP015](#)).

*Visual Arts*

Use materials, techniques and processes to explore visual conventions when making artworks ([ACAVAM111](#))

**VERSION 9***Design and Technologies*

Describe the ways of producing food and fibre ([AC9TDE4K03](#))

Generate and communicate design ideas and decisions using appropriate attributions, technical terms and graphical representation techniques, including using digital tools ([AC9TDE4P02](#))

*Visual Arts*

Use visual conventions, visual arts processes and materials to create artworks that communicate ideas, perspectives and/or meaning ([AC9AVA4C01](#))

**ADDITIONAL ASSISTANCE**

For students who may need additional assistance in illustrating Drones in Agriculture. The following resources may be useful. [The flight of drones in farming by DPI Qld](#)

[Drones in Schools - By She Maps](#)

[Drones in Agriculture by Drones.gov](#)

[Exploring Drones in Agriculture by Primezone](#)

[Video: Drones in Agriculture by Agriculture Queensland](#)

*Literacy**Creative & Critical Thinking**Personal & Social Capability**Digital Literacy*

**CLASS 10***New Food Sources Report*

What will we be eating in the future? Write a report on a new/alternate food source.

**CURRICULUM LINKS****VERSION 8.4***English: Language*

Investigate how complex sentences can be used in a variety of ways to elaborate, extend and explain ideas ([ACELA1522](#))

Investigate how the organisation of texts into chapters, headings, subheadings, home pages and sub pages for online texts and according to chronology or topic can be used to predict content and assist navigation ([ACELA1797](#))

*English: Literacy*

Plan, draft and publish imaginative, informative and persuasive texts, choosing and experimenting with text structures, language features, images and digital resources appropriate to purpose and audience ([ACELY1714](#))

Clarify understanding of content as it unfolds in formal and informal situations, connecting ideas to students' own experiences and present and justify a point of view ([ACELY1699](#))

Create literary texts that experiment with structures, ideas and stylistic features of selected authors ([ACELT1798](#))

*Literacy**Creative & Critical  
Thinking***VERSION 9***English: Literacy*

Describe how spoken, written and multimodal texts use language features and are typically organised into characteristic stages and phases, depending on purposes in texts ([AC9E5LA03](#))

Understand that the structure of a complex sentence includes a main clause and at least one dependent clause, and understand how writers can use this structure for effect ([AC9E5LA05](#))

Understand how embedded clauses can expand the variety of complex sentences to elaborate, extend and explain ideas ([AC9E6LA05](#))

Create and edit literary texts that adapt plot structure, characters, settings and/or ideas from texts students have experienced, and experiment with literary devices ([AC9E6LE05](#))

Plan, create, edit and publish written and multimodal texts whose purposes may be imaginative, informative and persuasive, developing ideas using visual features, text structure appropriate to the topic and purpose, text connectives, expanded noun groups, specialist and technical vocabulary, and punctuation including dialogue punctuation ([AC9E5LY06](#))





## CLASS 11

### *An Agricultural Career*

Create a poster advertising and promoting a particular career in agriculture. Must include a slogan.

## CURRICULUM LINKS

### VERSION 8.4

#### *English: Language*

Understand how texts vary in purpose, structure and topic as well as the degree of formality ([ACELA1504](#))

Understand how authors often innovate on text structures and play with language features to achieve particular aesthetic, humorous and persuasive purposes and effects ([ACELA1518](#))

#### *English: Literacy*

Analyse how text structures and language features work together to meet the purpose of a text ([ACELY1711](#))

### VERSION 9

#### *English: Language*

Identify and explain how images, figures, tables, diagrams, maps and graphs contribute to meaning ([AC9E6LA07](#))

#### *English: Literature*

Explain characteristic features used in imaginative, informative and persuasive texts to meet the purpose of the text ([AC9E5LY03](#))

Analyse how text structures and language features work together to meet the purpose of a text, and engage and influence audiences ([AC9E6LY03](#))

#### *Visual Arts*

Explore ways that visual conventions, visual arts processes and materials are combined to communicate ideas, perspectives and/or meaning in visual arts across cultures, times, places and/or other contexts ([AC9AVA6E01](#))



*Literacy*



*Creative & Critical Thinking*



*Intercultural Understanding*

## CLASSROOM RESOURCES

### *Primezone Education*

Primezone Education is a great hub for information on careers. Australia's primary industries offer a truly diverse and rewarding variety of careers and career pathways. From information technology to marketing and communications – engineering, management, sales, logistics and loads more... the future of farming might just surprise you! <https://primezone.edu.au/careers/>



## CLASS 11

### *An Agricultural Career*

Create a poster advertising and promoting a particular career in agriculture. Must include a slogan.

## CLASSROOM RESOURCES

### *Career Harvest*

Career Harvest is a hub for cutting-edge careers within the food and fibre industries. No matter where your interests are, there's a career for you in agriculture. From computers to farming, agriculture offers endless opportunities for you to build a life and career you'll love! Careers listed provide descriptions and key tasks as well as additional information.

[www.careerharvest.com.au](http://www.careerharvest.com.au)

### *Queensland Farmers Federation: Careers in Agriculture*

There are so many choices in agriculture - from farm to plate, and field to fork. Agriculture is a growing and vibrant industry with diverse jobs for all kinds of people. Choosing careers is tough, but understanding the different roles and jobs that exist is one great step forward. This guide will show you stories about real people, emerging careers, and some great tips, websites and tricks to help you on your decision-making journey.

[www.qff.org.au/projects/your-career-in-agriculture/](http://www.qff.org.au/projects/your-career-in-agriculture/)



QUEENSLAND  
FARMERS'  
FEDERATION



**CLASS 12**

*Space Food*

Create a food package for space travel.

**CURRICULUM LINKS**

**VERSION 8.4**

*English: Literature*

Plan, draft and publish imaginative, informative and persuasive print and multimodal texts, choosing text structures, language features, images and sound appropriate to purpose and audience ([ACELY1704](#)).

Use a range of software, including word processing programs, learning new functions as required to create texts ([ACELY1717](#)).

Plan, draft and publish imaginative, informative and persuasive print and multimodal texts, choosing text structures, language features, images and sound appropriate to purpose and audience ([ACELY1704](#)).

*Health and Physical Education*

Plan and practise strategies to promote health, safety and wellbeing ([ACPPS054](#)).

Investigate the role of preventive health in promoting and maintaining health, safety and wellbeing for individuals and their communities ([ACPPS058](#)).

*Digital Technologies*

Investigate how and why food and fibre are produced in managed environments and prepared to enable people to grow and be healthy ([ACTDEK021](#)).

Generate, develop and communicate design ideas and processes for audiences using appropriate technical terms and graphical representation techniques ([ACTDEP025](#)).

**VERSION 9**

*English: Literature*

Describe how spoken, written and multimodal texts use language features and are typically organised into characteristic stages and phases, depending on purposes in texts ([AC9E5LA03](#)).

Explain how the sequence of images in print, digital and film texts has an effect on meaning ([AC9E5LA07](#)).

*Health and Physical Education*

Analyse how behaviours influence the health, safety, relationships and wellbeing of individuals and communities ([AC9HP6P10](#)).

Investigate different sources and types of health information and how these apply to their own and others' health choices ([AC9HP6P09](#)).

*Digital Technologies*

Investigate needs or opportunities for designing, and the materials, components, tools, equipment and processes needed to create designed solutions ([AC9TDE6P01](#)).

Explain how characteristics and properties of materials, systems, components, tools and equipment affect their use when producing designed solutions ([AC9TDE6K05](#)).



*Literacy*



*Creative & Critical Thinking*



*Personal & Social Capability*



*Ethical Understanding*



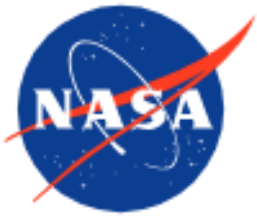


**CLASS 12**

*Space Food*

Create a food package for space travel.

**CLASSROOM RESOURCES**



*Food for thought: Eating in space - NASA*

Among the thousands of questions that need to be answered before astronauts travel to distant planets and asteroids is the question: How much food will they need and what foods can they take? Food for Thought includes five lesson plans that relate to food and nutrition and that are aligned to national education standards.

<https://www.nasa.gov/stem-content/food-for-thought-eating-in-space-educator-guide/>

*Videos*

[Space Food: The Final Frontier! | Serving Up Science - By PBS Food](#)

[Off Limits: Space Food - Find out what astronauts eat in space - By Girls in Science](#)

[What Do Astronauts Eat Aboard the International Space Station? - By American Test Kitchen](#)

[SPACE FOOD: What do astronauts eat? - By Dr Moggs](#)

*Space Food*

When you think of classic "space food," an image of freeze-dried ice cream may come to mind (a staple of science museum gift shops). And when you think of the kinds of food astronauts might eat, it tends to be in the same vein: dehydrated, foil-wrapped packages of nutritionally calibrated energy, foregoing flavor or texture in favor of engineered practicality.

<https://axial.acs.org/agriculture-and-food-chemistry/the-perfect-meal-for-space-travel>



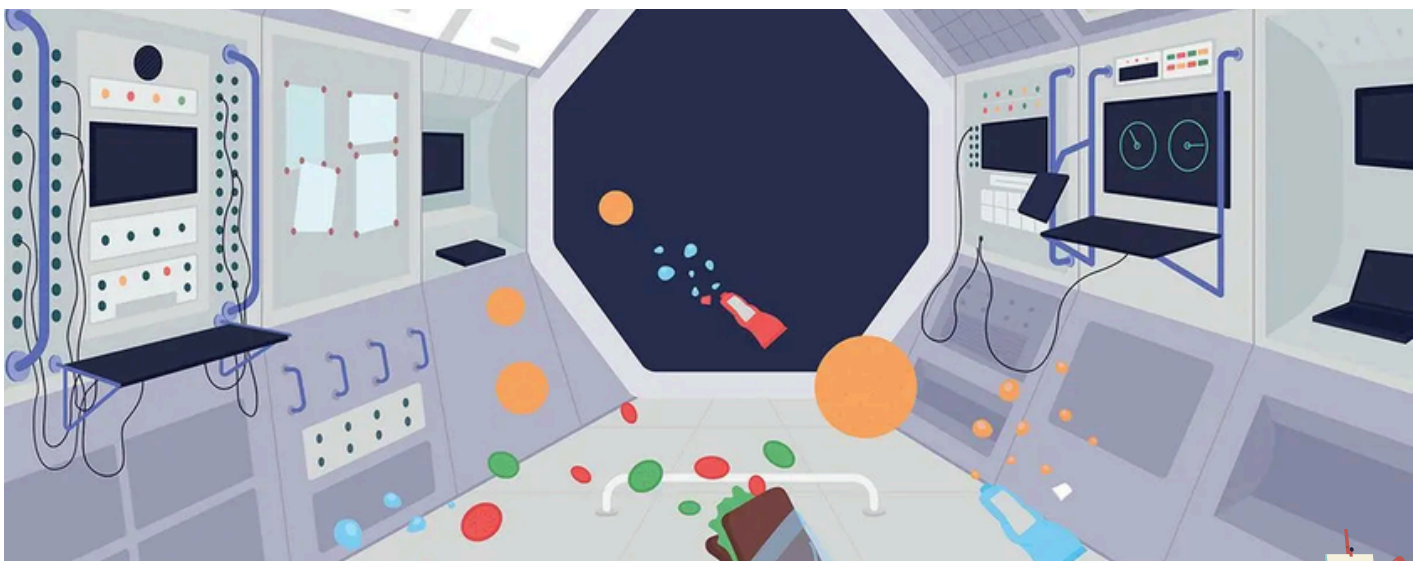
*Literacy*



*Creative & Critical Thinking*



*Personal & Social Capability*





## CLASS 13

### *Ekka Food of the Future*

Paint or draw a fun food idea you'd like to see at a future Ekka.

## CURRICULUM LINKS

### VERSION 8.4

Foundation - Year 2

#### *Design and Technologies*

Generate, develop and record design ideas through describing, drawing and modelling ([ACTDEP006](#)).

Explore how plants and animals are grown for food, clothing and shelter and how food is selected and prepared for healthy eating ([ACTDEK003](#)).

#### *Visual Arts*

Create and display artworks to communicate ideas to an audience ([ACAVAM108](#)).

Years 3 & 4

#### *Design and Technologies*

Investigate food and fibre production and food technologies used in modern and traditional societies ([ACTDEK012](#)).

#### *Visual Arts*

Present artworks and describe how they have used visual conventions to represent their ideas ([ACAVAM112](#)).

Years 5 & 6

#### *Design and Technologies*

Investigate how and why food and fibre are produced in managed environments and prepared to enable people to grow and be healthy ([ACTDEK021](#)).

#### *Visual Arts*

Develop and apply techniques and processes when making their artworks ([ACAVAM115](#)).



*Creative & Critical  
Thinking*



*Literacy*



*Sustainability*



*Personal &  
Social Capability*



## CLASS 13

### *Ekka Food of the Future*

Paint or draw a fun food idea you'd like to see at a future Ekka.

## CURRICULUM LINKS

### VERSION 9

#### Foundation - Year 2

##### *Design and Technologies*

Explore how familiar products, services and environments are designed by people  
([AC9TDEFK01](#))

Identify how familiar products, services and environments are designed and produced by people to meet personal or local community needs and sustainability  
([AC9TDE2K01](#))

##### *Visual Arts*

Create arts works that communicate ideas ([AC9AVAFC01](#))

Use visual conventions, visual arts processes and materials to create artworks

Generate and communicate design ideas through describing, drawing or modelling, including using digital tools ([AC9AVA2C01](#))

#### Years 3 & 4

##### *Design and Technologies*

Examine design and technologies occupations and factors including sustainability that impact on the design of products, services and environments to meet community needs ([AC9TDE4K01](#))

##### *Visual Arts*

Use visual conventions, visual arts processes and materials to create artworks that communicate ideas, perspectives and/or meaning ([AC9AVA4C01](#))

#### Years 5 & 6

##### *Design and Technologies*

Explain how people in design and technologies occupations consider competing factors including sustainability in the design of products, services and environments  
([AC9TDE6K01](#))

##### *Visual Arts*

Use visual conventions, visual arts processes and materials to plan and create artworks that communicate ideas, perspectives and/or meaning ([AC9AVA6C01](#))



*Creative & Critical  
Thinking*



*Literacy*



*Sustainability*



*Personal &  
Social Capability*



## CLASS 13

### *Ekka Food of the Future*

Paint or draw a fun food idea you'd like to see at a future Ekka.

## CLASSROOM RESOURCES

### *Development for a better future*

We have no doubt that involving young Australians in international agriculture and agriculture for development has meaningful and beneficial outcomes for food and nutrition security, for the students and for Australian agriculture. With this free resource from the Crawford Fund, you'll be giving your students a glimpse into the many fascinating and rewarding careers available and helping them to develop the skills and knowledge they need to make a difference in the world.

[Primezone - Development for a better future](#)

### *'The Future of Farming'*

Technology is revolutionizing farming. That's great news—by the year 2050 Earth's population will be 10 billion, so we need to almost double the amount of food we now produce.

[Video: The Future of Farming by TDC - TheDailyConversation](#)

### *The Future if Vertical Farming*

The future of agriculture may look very different? but how much is going to change and when is it likely to happen? Traditional agriculture poses many global challenges, from food security to climate change. Can vertical farming improve the sustainability of our food production system? How big can the impact be? When will these changes happen?

[Video: The future of Vertical Farming by Exa Cognition](#)

### *Food for the Future'*

'Food for the Future' aims to demonstrate how the food production system works. Pupils taking part will gain the skills and knowledge they need to play their part in reducing food waste. This education programme is part of The Prince's Foundation's wider food waste initiative known as 'Making Food Go Further'.

[Kings Foundation - Food-for-the-future](#)

### *Future Food Academy*

The Future Food Academy is a training platform aimed at creating new models, challenging mindsets, and developing skills. Through research projects, innovation challenges, and life-changing learning experiences, mixing theoretical and practical approaches, in-person and digital connections, it is possible to spread the power of food sustainability.

[Future Food Institute](#)



*Literacy*



*Sustainability*



*Personal & Social Capability*



*Creative & Critical Thinking*



## CLASS 14

### *Pumpkin Carving*

Carve a pumpkin in Minecraft. Use grid paper to plan out the face, then build your creation in the game.

Use the pumpkin in the provided world to get started or create your own.

Minecraft Education World <https://education.minecraft.net/enus/challenges/pumpkin-carving>

### **MINECRAFT**

This year, we're excited to introduce two new Minecraft Education classes to Education on Show! Teachers will need to upload the mcworld file as per instructions. Students' entries will be judged on both the functionality and creativity of their builds. Further details can be found in each class description.

## CURRICULUM LINKS

### VERSION 8.4

Foundation - Year 2

#### *Design and Technologies*

Generate, develop and record design ideas through describing, drawing and modelling ([ACTDEP006](#)).

#### *Visual Arts*

Create and display artworks to communicate ideas to an audience ([ACAVAM108](#))

Years 3 & 4

#### *Design and Technologies*

Generate, develop, and communicate design ideas and decisions using appropriate technical terms and graphical representation techniques ([ACTDEP015](#)).

#### *Visual Arts*

Present artworks and describe how they have used visual conventions to represent their ideas ([ACAVAM112](#))

Years 5 & 6

#### *Design and Technologies*

Generate, develop and communicate design ideas and processes for audiences using appropriate technical terms and graphical representation techniques ([ACTDEP025](#)).

#### *Visual Arts*

Develop and apply techniques and processes when making their artworks ([ACAVAM115](#))

Plan the display of artworks to enhance their meaning for an audience ([ACAVAM116](#)).





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Use the pumpkin in the provided world to get started or create your own.

## CURRICULUM LINKS VERSION 9

### Foundation - Year 2

#### *Visual Arts*

Create arts works that communicate ideas ([AC9AVAFC01](#)).  
Generate and communicate design ideas through describing, drawing or modelling, including using digital tools ([AC9AVA2C01](#)).

#### *Design and Technologies*

Generate and communicate design ideas through describing, drawing or modelling, including using digital tools ([AC9TDE2P01](#)).

### Year 3 & 4

#### *Visual Arts*

Use visual conventions, visual arts processes and materials to create artworks that communicate ideas, perspectives and/or meaning ([AC9AVA4C01](#)).

#### *Design and Technologies*

Generate and communicate design ideas and decisions using appropriate attributions, technical terms and graphical representation techniques, including using digital tools ([AC9TDE4P02](#)).

### Year 5 & 6

#### *Visual Arts*

Use visual conventions, visual arts processes and materials to plan and create artworks that communicate ideas, perspectives and/or meaning ([AC9AVA6C01](#)).

#### *Design and Technologies*

Generate, iterate and communicate design ideas, decisions and processes using technical terms and graphical representation techniques, including using digital tools ([AC9TDE6P02](#)).



*Ethical  
Understanding*



*Sustainability*



*Creative & Critical  
Thinking*



*Literacy*



## CLASS 15

### *Climate Futures: The Farm*

Group Entry - a minimum group size of 3 students.

Create an urban farm to feed the patients at the Royal Brisbane and Women's Hospital.

Students can either use the end project as part of the Climate Future: The Farm - Minecraft education resource or create their own in creative mode using a 50 x 43 block farming space.

<https://education.minecraft.net/enus/lessons/climate-futures-the-farm>

Students are to create a narrated screen recording 'walk through' (video file) up to 120 seconds in duration, that showcases all elements and features of their build.

<https://education.minecraft.net/en-us/challenges/bee-creative>

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## **CURRICULUM LINKS**

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Years 3 & 4

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Years 5 & 6

#### *Design and Technologies*

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Plan the display of artworks to enhance their meaning for an audience ([ACAVAM116](#))



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Year 5 & 6

#### *Visual Arts*

Use visual conventions, visual arts processes and materials to plan and create artworks that communicate ideas, perspectives and/or meaning ([AC9AVA6C01](#)).

#### *Design and Technologies*

Generate, iterate and communicate design ideas, decisions and processes using technical terms and graphical representation techniques, including using digital tools ([AC9TDE6P02](#)).



*Digital Literacy*



*Creative & Critical Thinking*



*Literacy*



*Personal & Social Capability*



# Ekka

## EDUCATION

### INTERNATIONAL AWARD WINNERS

The Royal Queensland Show (Ekka) is recognised for its excellence, over many years, by winning numerous awards at the International Fairs & Expos (IAFE) Awards.

IAFE has more than 1,000 members representing agricultural fairs from the United States, Canada, the United Kingdom, and Australia.

These awards represent the continued dedication the Ekka plays in bridging the country city divide, and educating the next generation on the essential role farming and agriculture plays in their everyday lives.

