Community spaces can bring a sense of purpose and belonging, resources, needs & wants, systems, organisation, initiative, role, and structures. Different contexts may demand different roles and responsibilities.

CONNECTIONS: MATHS, SCIENCE, ARTS, P.E

Concepts:
- Related concepts: purpose, responsibility, function, perspective, form, change, causation
- Concept map: illustrating the relationships between concepts and their subcategories.

**Related Concepts:**
- Student's strengths come together
- Creating contexts for participation
- Inclusion and how it makes us feel

**Concepts:**
- The purpose of spaces in our local environment (FUNCTION, Systems)
- Responsibilities for shared spaces (RESPONSIBILITY, ownership)
- How we organise shared spaces (FUNCTION, organisation)

**Different ways to tell a story:**
- How stories express and connect our ideas.
- What we learn through stories

**The nature of our senses:**
- Exploring and observing through our senses.
- Using our senses to make decisions and communicate.

**Examples:**
- Collaborate on the story map designs.
- Example - redesigning spaces to support a performance through the arts (strong collaboration with design).

**Examples:**
- Students explore different performance spaces and create their own environments which use performing arts devices and forms to tell their own stories.
- Example - redesigning learning spaces in the classroom to fit a specific purpose, or designing an adventure challenge.

**Examples:**
- Students are introduced to a simplified design thinking model. They begin to see design as a process of thinking and expression that can be connected across subject areas.

**Examples:**
- Introduce students to a range of design thinking models. They begin to see design as a process of thinking and expression that can be connected across subject areas.

**Examples:**
- Design challenge: integration of design thinking and construction throughout the context of the unit of inquiry and students' personal inquiries.
- Example - redesigning learning spaces in the classroom to fit a specific purpose, or designing an adventure challenge.