

indelarts

MYSTERY QUEST

WRITTEN BY MAXINE MELLOR

CONCEPT & DEVELOPMENT BY INDELARTS



CURRICULUM LINKS

JOIN THE MISSION.
DISCOVER THE ADVENTURE.

Photo: Joel Devereux. Graphic: Jeremy Gordon



CURRICULUM LINKS

Links to Australian Curriculum V9 through Achievement standards

Learning Areas include:

- English (storytelling, speaking, Imagination, Transformation of Text, Language, Literature)
- HPE (digital & online safety behaviours, identity, peer relationships, and help-seeking strategies to keep safe)
- Drama (performance techniques, Creating and Making, Exploring and responding, Developing practices and skills)
- Media Arts (use of media technologies, interactive elements, representations of ideas, Exploring and responding)
- Technologies (design and create ideas and solutions)
- Languages AUSLAN)

Achievement standards below that link to content descriptors

Year 3 English

- Students interact with others, and listen to and create spoken and/or multimodal texts including stories.
- They describe how stories are developed through characters and/or events.
- They create written and/or multimodal texts including stories to inform, narrate, explain or argue for audiences, relating ideas including relevant details from learnt topics, topics of interest or texts.

Year 4 English

- Students interact with others, and listen to and create spoken and/or multimodal texts including stories. They share and extend ideas, opinions and information with audiences, using relevant details from learnt topics, topics of interest or texts.
- They describe how ideas are developed including through characters and events, and how texts reflect contexts.
- They create written and/or multimodal texts including stories for purposes and audiences, where they develop ideas using details from learnt topics, topics of interest or texts.

CURRICULUM LINKS

Year 5 & 6 HPE

- Students explain how different factors influence identities.
- They propose strategies to manage emotions, developmental changes and transitions.
- They propose strategies to demonstrate respect, empathy and inclusion. They explain how stereotypes influence roles and responsibilities.
- Students explain how communication skills, protective behaviours and help-seeking strategies keep themselves and others safe online and offline.
- They analyse health information to refine strategies to enhance their own and others' health, safety, relationships and wellbeing.

Links to Cross Curriculum Priorities include

- Sustainability

Links to General Capabilities include (HICP – students operating on a Highly Individualised Curriculum Plan) include multiple goals from

- **Critical and Creative Thinking:** Analysing how avatars reflect identity and decision-making & Comparing problem-solving in the game world vs. real life.
- **Ethical Understanding:** Considering online safety, anonymity, and trust. Weighing right and wrong in choices Quinn and friends make.
- **Literacy:** Engaging with storytelling, characterisation, and persuasive speech (Quinn's campaign).
- **Personal and Social Capability:** Exploring resilience, conflict resolution, and teamwork. Understanding loyalty and the pressures of achievement.

Content descriptors – for other learning areas:

Australian Curriculum Links (v9) – Years 3–6

The Arts – Drama: Performance techniques, Creating and Making, Exploring and responding, Developing practices and skills

- [AC9ADR4D01](#) & [AC9ADR4C01](#) & [AC9ADR4E01](#) Year 3 & 4
- [AC9ADR6D01](#) & [AC9ADR6C01](#) & [AC9ADR6E01](#) Year 5 & 6

Media Arts – Exploring and responding, creating and making

- [AC9AMA4E01](#) & [AC9AMA4C01](#) Year 3 & 4
- [AC9AMA6E01](#) & [AC9AMA6C01](#) Year 5 & 6

CURRICULUM LINKS

Digital Technologies Year – 3– 6

- [AC9TDE4K01](#) & [AC9TDI4K03](#) – Explore how people safely use digital systems to meet needs and create solutions including data representation.

Languages Auslan

- [AC9L2AU4U01](#) – recognise and model signs to sign words and phrases.

Learning Outcomes

After attending Mystery Quest, students will be able to:

- Identify safe and unsafe online behaviours.
- Understand the importance of critical thinking when navigating digital spaces.
- Explore the value of teamwork, problem-solving, and creativity.
- Reflect on how games and stories shape their choices and identity.
- Recognise parallels between fantasy adventure and real-world digital literacy.

