



Equality, Fairness & Opportunity: Social Justice and Opportunity

A single lesson, cross-curriculum Curiosity Pack for Grade 10

At a Glance

Topic: Equality, Fairness & Opportunity

Age Level: Grade 10

Session Length: 45–60 minutes

Pathfinders will:

- investigate barriers and opportunities in society
- explore social justice issues
- examine organisations and programs that support communities
- analyse how support can reduce disadvantage
- consider different perspectives about fairness and opportunity

Lesson Overview

This Curiosity Pack introduces Pathfinders to the idea that opportunities are not always experienced equally by everyone.

Learners investigate how factors such as education, disability, income, health, location, and access to resources can influence people's opportunities and experiences.

Pathfinders explore how governments, organisations, and communities respond to barriers through services, programs, and initiatives designed to increase participation and support wellbeing.

The lesson combines Civics and Citizenship, Geography, Economics and Business, English, Health and Physical Education, Critical and Creative Thinking, Ethical Capability, and Personal and Social Capability through investigation, analysis, reflection, and creative response.

This learning experience supports:

- critical thinking
- research skills
- empathy and perspective-taking
- communication skills



- ethical reasoning
- social awareness
- problem solving

The lesson is designed using inclusive learning principles, supporting diverse learning needs through:

- self-paced learning
- visual supports
- flexible activity choices
- hands-on exploration
- multiple ways to show learning

Session Length

Total learning time: 45–60 minutes

Pathfinders may:

- ✓ complete the lesson in one session
- ✓ pause and return later
- ✓ spend longer on favourite activities
- ✓ simplify or extend the task

Learning Focus

This Curiosity Pack explores:

- equality
- fairness
- opportunity
- social justice
- barriers
- participation
- community support
- wellbeing

Learners will:

- ✓ investigate a social issue or community challenge
- ✓ identify barriers that affect participation
- ✓ explore programs, services, or organisations that provide support
- ✓ analyse how opportunities can be created



- ✓ consider different perspectives about fairness
- ✓ organise ideas visually
- ✓ communicate discoveries through writing, discussion, drawing, or design

Success Looks Like

Success may look different for each Pathfinder.

Examples may include:

- ✓ identifying barriers that affect people
- ✓ explaining how support services create opportunities
- ✓ recognising different perspectives
- ✓ connecting social issues to fairness and participation
- ✓ creating a labelled flow diagram
- ✓ sharing discoveries in a way that works for them

Exploring, noticing, investigating, and creating are all part of success.

Materials

You may want:

- paper or workbook
- pencils and coloured pencils
- highlighters
- sticky notes
- ruler
- notebook
- internet access

Optional:

- tablet or computer
- Canva
- Google Docs
- Google Slides
- poster paper
- digital presentation tools



Suggested Learning Resources

Brotherhood of St Laurence

<https://www.bsl.org.au>

Explore programs that support education, employment, and community participation.

Australian Human Rights Commission

<https://humanrights.gov.au>

Learn about rights, inclusion, fairness, and participation.

Mission Australia

<https://www.missionaustralia.com.au>

Explore community programs and support services.

Australian Institute of Health and Welfare

<https://www.aihw.gov.au>

Find information about wellbeing, health, and social issues in Australia.

Australian Bureau of Statistics

<https://www.abs.gov.au>

Explore data and statistics about Australian communities.

Universal Design for Learning Supports

This Curiosity Pack supports different ways of learning by providing flexible choices for engagement, learning, and expression.

Multiple ways to engage

Learners can:

- choose which social issue to investigate
- focus on a topic that interests them
- take movement or sensory breaks
- work independently or with support
- connect learning to real-world issues





Multiple ways to learn

Learners can:

- read articles
- watch videos
- explore websites
- examine case studies
- analyse infographics

Online Safety Reminder

When exploring online, remember:

-  Ask an adult first
-  Use trusted learning websites
-  Keep personal information private
-  Tell an adult if something feels wrong

Stay curious and stay safe.



- discuss ideas

Multiple ways to show learning

Learners can:

- write notes
- create diagrams
- make mind maps
- design posters
- create digitally
- explain ideas verbally





Equality, Fairness & Opportunity: Social Justice and Opportunity

Pathfinder Guide

Welcome Pathfinder!






People often talk about opportunity as if it is available to everyone in the same way.

However, people's experiences can be influenced by factors such as income, education, disability, health, location, culture, family circumstances, and access to resources.

Communities, governments, organisations, and individuals often work to reduce barriers and create opportunities that support participation, wellbeing, and inclusion.

Learning about social justice can help Pathfinders understand how societies respond to challenges and how different kinds of support can influence people's lives.






During this Pathfinder Journey, Pathfinders may:

-  explore fairness and opportunity
-  investigate social issues
-  examine community support programs
-  analyse barriers and opportunities
-  create a Social Justice Flow Diagram

Ideas may be shown in many ways:

-  drawing



-  writing notes
-  creating charts
-  designing
-  creating digitally
-  explaining ideas aloud

Activities may be completed in order or Pathfinders may begin with the part that feels most interesting.

Taking breaks, noticing patterns, asking questions, and making discoveries are all part of the Pathfinder Journey.

Pathfinder Investigation

Pathfinders sometimes notice that opportunities can be influenced by barriers.







Some barriers affect access to education.


Some affect health and wellbeing.

Some influence employment, housing, transport, or participation in community life.

Communities often develop services, programs, and initiatives that help people overcome barriers and access opportunities.

Examples include:

-  educational support programs
-  disability inclusion initiatives
-  housing support services
-  technology access programs
-  mental health services
-  food security programs

 Some Pathfinders investigate by:

- exploring a social issue
- researching a support service
- examining a case study
- reading an article
- exploring a community organisation
- comparing barriers and supports


 As Pathfinders investigate, they sometimes notice:

- What barrier exists?
- Who is affected?





- What support is available?
- Who provides the support?
- How does the support create opportunity?
- What challenges may still remain?


Some Pathfinders might notice:


 barriers to participation


 opportunities for growth

 community support

 government involvement

 improved outcomes

 different ideas about fairness

 When Pathfinders investigate, they sometimes keep track of what they discover.

Ideas may be recorded by:

- writing notes
- annotating information
- creating a mind map
- recording observations
- collecting examples

Pathfinders sometimes organise their discoveries using a Social Justice Flow Diagram.

Some Pathfinders use:

Barrier or Challenge → Impact on People → Support or Action → Opportunity Created → Possible Outcome

One example might look like this:

Limited access to technology → Difficulty completing schoolwork → Community technology program → Access to devices and internet → Increased participation in learning

Some Pathfinders discover that looking closely at barriers, support, and opportunity helps them understand how communities respond to challenges and create opportunities for participation and wellbeing.

Pathfinder Studio

Pathfinders may now bring their discoveries together.

Community organisations, researchers, governments, and advocates often investigate barriers and look for ways to improve opportunities. They use evidence, research, community knowledge, and different perspectives to better understand issues and consider possible responses.




During the investigation, some Pathfinders explored barriers, supports, and opportunities using a Social Justice Flow Diagram.

Some Pathfinders build on their earlier discoveries and explore an issue in greater depth.

In this activity, Pathfinders may create a Social Justice Awareness Project.

The project may focus on a barrier, challenge, support program, community issue, organisation, or opportunity explored during the investigation. Pathfinders may choose to explain the issue, raise awareness, share information, highlight possible solutions, or communicate why the issue matters.

Some Pathfinders bring together discoveries, evidence, examples, and reflections from the investigation. As they create, they may notice connections between barriers, support, opportunity, participation, and wellbeing.








 As Pathfinders prepare to create, they sometimes revisit their discoveries.

Some Pathfinders notice:





- issues that captured their interest
- barriers that affect participation and opportunity
- people and groups who may be affected
- supports, services, and programs that respond to challenges
- opportunities created through support and inclusion
- connections between fairness, participation, and wellbeing
- ideas they would like to communicate through their project

Pathfinders sometimes choose different ways to share their discoveries.

Some Pathfinders create:

-  a fact page
-  a flow diagram
-  an infographic
-  a community support profile
-  a digital presentation
-  a short video explanation
-  a mini booklet

Pathfinders sometimes include:

-  notes
-  diagrams
-  organisations
-  outcomes



💡 reflections

🌍 community impact

As you create, you may notice new ideas about how opportunities are created and how barriers can affect people's experiences.

Different Pathfinders may choose different formats, ideas, and examples. There is no single way to create or share learning.

Reflection

How did this Curiosity Pack feel?

😍 Loved it

😊 Interesting

😐 Okay

😞 Challenging

Pathfinders may think about:

- What barrier stood out to you the most?
- What support or service surprised you?
- What did you learn about opportunity?
- How can communities help reduce barriers?
- Did your thinking about fairness change?
- What would you like to learn more about?

You may reflect by:

- talking
- drawing
- writing
- recording a short explanation
- creating a simple diagram

