

Curriculum Overview



In Term 3, we will be learning about the following topics in each curriculum area:

English:

Information report

Students will:

- Read and explore informative texts
- Understand how informative texts are structured and will explain how the language features, images and vocabulary are used to engage the reader
- Explore sentence types, prepositional phrases, text connectives, pronouns, noun/adverb groups, sentence openers, interesting vocabulary
- Create an information report on a neighbouring country of Australia, which show an understanding of how details and images can be used to extend key ideas
- Continue to participate in daily guided reading to increase fluency and comprehension of texts *This learning area will be taught, assessed and reported on.*

Mathematics:

Students will:

- Use their understanding of place value to represent tenths and hundredths in decimal form and to multiply natural numbers by multiples of 10.
- Use mathematical modelling to solve financial and other practical problems, formulating the problem using number sentences, solving the problem choosing efficient strategies and interpreting results in terms of the situation.
- Recognise equivalent fractions and make connections between fraction and decimal notations.
- Count and represent fractions on a number line.
- Use scaled instruments and appropriate units to measure length, mass, capacity and temperature.
- Students measure and approximate perimeters and areas.
- Compare angles relative to a right-angle using angle names.
- They represent and approximate shapes and objects in the environment

This learning area will be taught, assessed and reported on.

Science: Physical Sciences Plants in Action

Plants in action provides students with hands-on opportunities to observe and compare dry and soaked bean seeds, observe and record the on-going process of the germination of a bean seed, explore the parts of a flower and consider which are required for pollination, and observe fruits and the seeds inside them and consider the relationship between flowers and fruits. Students develop an understanding of how the growth of flowering plants can be affected by environmental conditions. This can assist them to develop knowledge, skills and values for making decisions about individual and community actions that contribute to sustainable patterns of use of the Earth's natural resources. *This learning area will be taught, assessed and reported on.*

Humanities and Social Sciences: Using places sustainably

Across Semester Two, students will explore the concept of 'place'. They will:

- learn to describe location
- identify characteristics of environments and places including the types of natural vegetation and native animals
- explore the connections between people, environments and animals
- identify the purpose of structures in the local community, such as local government, and the services these structures provide for people and places
- investigate how people use environments and how sustainability is perceived in different ways by different groups and involves careful use of resources and management of waste

This learning area will be taught, assessed and reported on.

Health and Physical Education (HPE):

In Health, students interpret health messages in product advertisements. They apply decision-making skills in relation to a health message for a product.

In Physical Education, students apply strategies for working cooperatively and to apply rules fairly. Students refine striking and fielding skills and concepts in active play and games. Students apply skills, concepts and strategies to solve movement challenges in striking and fielding games.

This learning area will be taught, assessed and reported on.

ester Two, students make and respond to drama g dramatic traditions and practices in stories of ncluding Aboriginal drama and Torres Strait
ama) and Australia's neighbouring countries as
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Pinball Paradise (cardboard arcade)

Students will:

- investigate how forces and the properties of materials affect the behaviour of a product or system
 design and create a cardboard arcade game
 design a games' environment in which their game can be used
- design a games' environment in which their game can be used

This learning area will be taught, assessed and reported on.