



English - Writing an information Report

Students will:

- listen to, view, read and compare a range of information texts, noting common features, but with a particular focus on 'Space' topics.
- understand how content can be organised using different text structures depending on the purpose of the text.
- understand how language features, images and vocabulary choices are used for different effects.
- read texts that contain varied sentence structures, a range of punctuation conventions, and images that provide extra information.
- research and take notes on planets in our solar System, with teacher support
- then choose a planet (Mars, Jupiter or Saturn) to research for their assessment
- present their information as a PowerPoint, including writing and images to express and develop, in some detail, information and ideas relating to the planet of their choice.
- re-read and edit their writing, checking their work for appropriate vocabulary, structure and meaning.
- make an oral presentation about their planet, linking it to their multimedia presentation.

Maths - Students have opportunities this term to develop understanding of:

Number and place value - count and sequence beyond 1 000; represent, combine and partition three and four-digit numbers; recall addition, subtraction and multiplication facts and identify related division facts; add and subtract two-digit and three-digit numbers using appropriate mental strategies; represent multiplication as arrays and repeated addition; make models and use number sentences that represent problem situations; identify and describe the relationship between addition and subtraction.

Money and financial mathematics - count collections of coins and notes accurately; choose appropriate coins and notes for shopping situations; calculate simple totals and change to the nearest five cents.

Fractions and decimals - identify, represent and compare unit fractions; represent and record familiar unit fractions symbolically; recognise key equivalent fractions and solve simple problems involving halves, thirds, quarters and eighths.

Patterns and algebra - identify number patterns to 10 000, connect number representations with number patterns, use number properties to continue number patterns; identify pattern rules to find missing elements in patterns.

Location and transformation - describe and identify examples of symmetry in the environment; fold shapes and images to show symmetry, classify shapes as symmetrical and non-symmetrical.

Measurement, shape and geometric reasoning - use familiar metric units to order, compare, measure and record length, mass and capacity of objects, explain measurement choices, tell time to five and one minutes and represent time to the minute on digital and analogue clocks; make models of three-dimensional objects; identify angles as measures of turn, compare angle sizes in everyday situations.

Chance and Data - conduct chance experiments; make predictions based on data displays; identify questions of interest based on one categorical variable, gather data relevant to a question; organise and represent data; and interpret data displays.

Science - Biological Sciences - Is It Living?

Students learn about grouping living things based on observable features and that living things can be distinguished from non-living things. They sort living things into common animal and plant groups based on observable features. They also explore grouping familiar things into living, non-living, once living things and products of living things.

HASS - Semester 2 - Exploring Places Near and Far - How and why are places similar and different?

Students will:

- identify connections between people and the characteristics of places.
- describe the diverse characteristics of different places and explain their similarities and differences.
- interpret data to identify and describe simple distributions and draw simple conclusions.
- record and represent data in different formats, including labelled maps using basic cartographic conventions.
- describe the importance of making decisions democratically
- explain the role of rules in their community and share their views on an issue related to rule-making.

Health - Health Future

Students will:

- explore the concept of sustainable practice and the ways that they can contribute to the sustainability of the environment in their home, classroom and school.
- Students will also investigate the concepts of physical activity and sedentary behaviours while exploring the recommendations of physical activity for five to 12 year olds.

Arts - Visual Arts

Students will create artwork, using materials found in their environment. In pairs, they will create a papier-mache planet.

Design Technology

Students will design, make, evaluate and reflect on a spaceship. Students will make two prototypes to develop their ideas and skills. Students will construct their final design after evaluating and reflecting on the prototypes.

BYOD Resources:

Throughout term 3, students will be accessing several different resources using their BYOD devices.

Stile - Learning material from most curriculum areas will be presented to students using our online learning platform called "Stile".

Minecraft EE - Students will be using Minecraft Education Edition to complete Mathematics curriculum components in a fun and engaging way.

Office 365 - Office tools such as PowerPoint and Word will be used as a way for students to present and submit their work.

Online learning tools, games & websites - Several online platforms such as **Matific**, Study ladder, Literacy Planet, Prodigy & tools to warm up, collaborate and share ideas such as Padlet and Quizizz may be used at various times throughout the term.