



Term 4 2020

# In Term 4, we will be learning about the following topics in each curriculum area:

## **ENGLISH**:

### **Examining humour in poetry**

Students interpret and evaluate a humorous poem for its characteristic features. Students will expresses preference for a particular type of text and explains how texts have different text structures depending on purpose and context. .Students will also explain how language features, images and vocabulary are used to engage the interest of audiences. Describes literal and implied meanings.

#### Exploring a quest novel

Students read and analyse a quest novel. Students post and respond to comments in a discussion board to demonstrate understanding of the quest novel. Students also write a short response explaining how the author represents the main character in an important event in the quest novel.

**Students will** continue to participate in daily guided reading to increase fluency and comprehension of texts and explore sentence types, dialogue, text connectives, pronouns, noun/adverb groups and persuasive devices.

## **MATHEMATICS**:

- Data representation and interpretation write questions to collect data, collect and record data, display and interpret data.
- Shape compare the areas of regular and irregular shapes using informal units of area measurement
- Measurement Use scaled instruments to measure temperature, lengths, mass, shapes and objects
- Money and financial mathematics calculate change to the nearest five cents, and solve problems involving purchases.
- Number and place value revision calculate addition and subtraction using a range of mental and written strategies, recall multiplication and related division facts, calculate multiplication and division using a range of mental and written strategies, solve problems involving the four operations. Use estimation and rounding, apply mental strategies, add, subtract, multiply and divide two- and three-digit numbers.

## SCIENCE Fast Forces

Students are provided with the opportunity to explore forces and motion. Through hands-on activities students identify forces that act at a distance and those that act in direct contact, and investigate how different-sized forces affect the movement of objects.

### HASS: Sustainable use of place.

Students will explore how people can use environments more sustainably.

## **HEALTH:** Making Healthy Choices

Students will identify strategies to keep healthy and improve fitness. They will explore the Australian Guide to healthy Eating and the five food groups. Students will create meal plans that reflect health messages.

## **DESIGN TECHNOLOGY:**

### Repurpose it!

Students repurpose an item of clothing to create another useful item (continued from T3)

### THE ARTS:

#### Drama

To devise, perform and respond to a drama based on storytelling.

### **BYOD Resources**: How we are using BYOD devices in the classroom?

Throughout term 4 students will continue to access 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". These lessons often remain visible to students outside school hours and are a wonderful way for parents to see what learning is occurring during the school day.

Near pod –a websites used to present information, consolidate learning and test knowledge in an engaging way.

Minecraft EE – Students will be using Minecraft Education Edition to complete science and mathematics curriculum components in a fun and engaging way.

Quizlet – As a warm up and test tool, Quizlet will be used for activating prior knowledge and testing understanding in a fun, interactive way.

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

ClassDojo - ClassDojo is a classroom communication app used to share reports between parents and teachers. It tracks student behaviour and lets teachers quickly and easily upload photos and videos to students' pages.

Online learning games & websites - Several online platforms such as Prodigy, Matific, Studyladder, Literacy Planet, Sunshine Online &

more will be used at various times throughout the term.			