

English		Science		HASS			
Fractured Fairytales		What’s the matter?		Exploring places near and far			
Reading and Viewing Students engage with a variety of fiction and non-fiction texts that provide a stimulus for constructing persuasive responses. Students also read, view and comprehend texts with content of increasing complexity and technicality that extends students as independent readers. Through texts, students explore how texts are created, using different language features and structures depending on their purpose and audience. Speaking and Listening Students engage in shared and independent learning experiences to create persuasive responses. They use language of evaluation and emotion, such as modal verbs, words, phrases and images, and text structures including the stages of a basic argument, to persuade. Students use interaction skills to contribute to discussions and share ideas for an audience using a clear structure, details to elaborate ideas, and topic-specific and precise vocabulary. Writing and Creating Students engage in shared and independent writing and/or learning experiences to explore persuasive features of a persuasive response.		Students investigate solids and liquids and explore how materials can change state by melting and freezing. They compare the properties of materials before and after changes, conduct fair investigations, and record their observations using scientific language and simple digital tools. Students also learn how heating and cooling cause materials to change state and explore how these changes are used in everyday life to support the sustainable use of materials.		How and why are places similar and different? Students: • identify connections between people and the characteristics of places • describe the diverse characteristics of different places at the local scale and explain the 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 • explain the role of rules in their community and share their views on an issue related to rule-making • describe the importance of making decisions democratically and propose individual action in response to a democratic issue • communicate their ideas, findings and conclusions in oral, visual and written forms using simple discipline-specific terms.			
Mathematics							
Number and Algebra Students: • order and represent numbers beyond 10 000 • partition, rearrange and regroup two- and three-digit numbers in different ways to assist in calculations • extend and use single-digit addition and related subtraction facts and apply additive strategies to model and solve problems involving two- and three-digit numbers. • represent unit fractions and their multiples in different ways • use mathematical modelling to solve practical problems involving twos, fives and tens multiplication facts • make estimates and determine the reasonableness of calculations		Measurement and Space • make, compare and classify objects using key features • estimate, compare and measure length, mass and capacity of objects.		Statistics and Probability Not assessed this term			
Physical Education – Specialist		Health		Languages – Japanese			
Mr Massey		Teacher		Newcombe Sensei			
Having a ball! Within the contexts of basketball and touch football, students demonstrate their understanding of movement strategies (drills and small game play), fair play and inclusion, and explain how they promote physical activity.		Feeling safe Students investigate how emotional responses vary and understand how to interact positively with others. They use decision-making and problem-solving skills to select and demonstrate strategies that help them stay safe. They explore risk-taking behaviours, their rights and responsibilities and explore bullying behaviours and strategies to reduce it and identify people who can help them make good decisions and stay safe.		What makes a good team? Students use language to explore the concept of teamwork through group activities. They explore and compare a variety of traditional toys and games as well as those played on sports days in Japan and reflect on language and culture associated with respect and teamwork in games.			
Technologies		The Arts					
Design Technologies – Mr Christy		Specialist Music – Mrs Hodgson		Specialist Visual Arts – Miss Susi		Drama – Mr Hyde	
Students investigate how toys are designed to entertain, engage and challenge users. They explore how the properties of materials influence design decisions and how movement can be controlled within designed solutions. Students apply this understanding when designing and constructing a marble run.		This semester students study the recorder. Students learn to read simple songs on the staff and learn note names, note values and time signatures. Students create and respond to their own compositions on recorder, notating and performing these to the class. Students also sing a varied repertoire of songs and rounds and develop drumming skills, creating and performing using scored music.		Students explore how artists use the visual elements of art, including line, shape, colour, texture and form, to communicate ideas and tell stories. They experiment with a variety of materials and techniques to create their own artworks, drawing inspiration from the world around them and the work of other artists. Students develop their creativity, artistic skills and confidence while reflecting on their own work and appreciating the artwork of others.		In drama students use elements of drama such as voice, imagination, spatial awareness and movement to create and/or perform stories and dramatic situations. These situations may be improvised or devised and communicate ideas, perspectives and meaning. They perform in informal settings. Students describe elements of drama in the drama they create, observe and experience. They describe where, why or how drama is created across cultures and communities.	