

Learning Area	Term 1	Term 2	Term 3	Term 4	
English	Characterisation in narratives Students read a narrative and examine and analyse the language features and techniques used by the author. They create and present a new chapter for the narrative for an audience of their peers.	Waste management Students recognise and analyse characteristic ideas and persuasive techniques including language features and devices and their impact on the target audience. They plan, draft, edit and publish a written exposition for a whole school audience to express an opinion on the topic of reducing litter.	Australia's early colonisation Students read, view and interpret imaginative and informative texts about European settlement. They prepare, discuss and present an informative multimodal text about what aspects of life changed and stayed the same for Australia's First Peoples following European settlement.	Humour in Poetry Students will read and listen to a range of humorous poems by different authors. They identify structural features and poetic language devices in humorous poetry. They interpret, innovate and evaluate poems.	Examining traditional stories Students read and analyse traditional stories from Asia. Students plan, create and present a traditional story which includes a moral for a younger audience.
Maths	Students recall multiplication and division facts, identify and Explain unknown quantities and solve problems using appropriate strategies for multiplication and division: 2,4,5 and 10's facts. They use the relationships between the four operations and odd and even numbers. Students identify dependent and independent events and explain the chance of everyday events occurring. They look at 2D shapes identifying lines of symmetry and create symmetrical patterns, pictures and shapes with and without digital technologies.	Students solve simple purchasing problems including the calculation of change. They recall and use multiplication and division facts: 3,6,9. Students use properties of numbers to continue patterns and use addition and subtraction strategies in problem solving to find unknown quantities in number sentences. Students define the different methods for data collection and representation and evaluate their effectiveness. They construct data displays from given or collected data.	Students compare areas of regular and irregular shapes using informal units. They use scaled instruments to measure temperature, mass, capacity and length. Students compare areas of regular and irregular shapes by informal means. They classify angles in relation to a right angle. Students locate familiar fractions on a number line and recognise common equivalent fractions in familiar contexts. They demonstrate and explain the connections between fractions and decimals to hundredths.	Students Interpret information contained in simple maps. They use simple strategies to reason and solve problems involving time duration.	
Science	Friends or foes? Students investigate life cycles and sequence key stages in the life cycles of plants and animals. They examine relationships between living things and their dependence on each other and on the environment. By considering human and natural changes to the habitats, students predict the effect of these changes on living things, including the impact on life cycles. They organise their data, suggest explanations and compare findings with their predictions.	Material world Students investigate physical properties of materials and consider how these properties influence the selection of materials for particular purposes. Students consider how science involves making predictions and how science knowledge helps people to understand the effect of their actions. Students represent data, identify patterns, suggest explanations, compare their results with their predictions, and reflect upon the fairness of their investigations.	Beneath our feet Students explore natural processes and human activity that cause weathering and erosion of Earth's surface. Students relate this to their local area, make observations and predict consequences of future occurrences and human activity. They describe situations where science understanding can influence their own and others' actions. Students suggest explanations for their observations, compare their findings with their predictions and communicate their observations.	Magnetic moves Students use games to investigate and demonstrate the direction of forces and the effect of contact and non-contact forces on objects. They use their knowledge of forces to make predictions about games and complete games safely to collect data. Students use tables and column graphs to organise data and identify patterns so that findings can be communicated. They identify how science knowledge of forces helps people understand the effects of their actions.	
Technologies	Interactive game/story chapter Students use a range of digital systems (Scratch Jr) and peripheral devices to create an interactive game or story using a visual programming language.		Recycling Keynote presentation Students collect and display data relating to recycling from around the school. Students will produce a designed solution to addressing or assisting with the reduction of rubbish around the school.		
Humanities and Social Sciences	Early exploration Students investigate the following inquiry questions: • Why did the great journeys of exploration occur? • Significance of James Cook's first journey in bringing about change	Using places sustainably Students investigate how people use and are influenced by, environments and how sustainability is perceived in different ways by different groups and involves careful use of resources and management of waste. They propose actions for caring for the environment to meet the needs of people.	First settlement and impact on the First Nations Students investigate the following inquiry questions: • Why did the Europeans settle in Australia? • What aspects of life changed/ stayed the same for the First Nations after European settlement?	Characteristics of different environments Students identify how places are characterised by their environments and describe the characteristics of places, including the types of natural vegetation and native animals. They examine the interconnections and importance between people and environments.	
The Arts		Visual Arts: Students explore the patterns, texture and shapes of their local environment.	Drama: Country/Place Students explore connection to Country/Place through Dreaming stories and Before Time stories as stimulus.		
Music	Developing fundamental musical skills Students improvise, compose and arrange sound, silence, tempo and volume in music. They demonstrate aural skills by singing and playing instruments with accurate pitch, rhythm and expression. Students extend their understanding of the elements of music as they develop their aural skills (solfege do-la, ostinato pattern using body percussion or tuned instruments) and match pitch and show the direction of a tune with gesture or drawings (solfege hand sign). Students learn to recognise difference between notes moving by step and by leap (CDEFG), recognise and discriminate between rhythm and beat, explore meaning and interpretation of music using rhythm and pitch and time signature (titi, ta, za, tikatika).		Let's respond, compose and perform music Students describe and discuss similarities and differences between music they listen to, compose and perform. They discuss how they and others use the elements of music in performance and composition. Students explore given rhythm and pitch patterns, structures or timbres to improvise and create music, experiment with ways of using voices and instruments and combining sounds, silence, tempo and volume to create and perform music. Students learn to improvise and trial ideas to create compositions for specific audiences and purposes and discuss with others the meaning and intended purposes of their compositions.		
HPE	Developing fundamental movement skills Students participate in motor circuits to develop manipulative skills and improve fitness levels based on age appropriate ACHPER standards. They participate in tenpin bowling and table tennis as per Sporting Schools Program and revise athletics field events high jump/long jump/shot putt.		Sport specific skill development Students participate in tennis <i>Sporting Schools Hot Shot Program</i> . Students develop lawn bowls, volleyball and golf early skills.		