



ENGLISH

Unit – Exploring Plot and Characterisation in Stories – Narrative

In this unit, students explore a variety of stories in picture books and from other cultures to explore how stories use plot and characterisation to entertain and engage an audience. Students create a written imaginative event to be added to a familiar narrative, with appropriate images that match the text.

SPELLING - Students will cover Sound Waves Units 21–30.

READING - Students will learn and consolidate strategies used to decode texts alongside QAR strategies used for comprehension. Home reading is an important part of their reading program and will continue throughout the year.

SIGHT WORDS - Students will continue to learn their sight words or vocabulary to assist with their reading fluency.

TECHNOLOGIES – Design

Unit - It's Show Time

Materials and technologies specialisations

In this unit, students explore the characteristics and properties of materials and components that are used to produce designed solutions. They design and make a puppet with moving parts to use in a puppet show, demonstrating safety when using tools and equipment. Students will evaluate their design produce based on their own personal preferences.

They will apply processes and production skills by investigating materials, technologies for shaping and joining, and how designs meet people's needs.

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MATHEMATICS

Students develop understandings of:

- **Number and place value** - count to and from 1 000, represent three-digit numbers, compare and order three-digit numbers, partition three-digit numbers, read and write three-digit numbers, recall addition number facts, identify related addition and subtraction number facts, add and subtract with two-digit numbers, represent multiplication and division, use multiplication to solve problems and count large collections.
- **Fractions** - divide shapes and collections into halves, quarters and eighths, solve simple fraction problems.
- **Location and transformation** - describe the effect of one-step transformations, including turns, flips and slides, identify turns, flips and slides in real-world situations.
- **Money and financial mathematics** - count collections of coins and notes, make and compare money amounts, read and write money amounts.
- **Using units of measurement** - compare and order objects, measure length, area and capacity using informal units, identify purposes for calendars and explore seasons and calendars.

MUSIC

Students will be exploring, demonstrating & communicating with elements of music. They will explore instrument families & singing technique, rhythmic and melodic ostinatos, rhythmic and melodic canons.

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SCIENCE

Unit – Toy Factory (Push-Pull)

In this unit, students will understand how a push or pull affects how an object moves or changes shape. They understand that science involves asking questions about and describing changes in the way an object moves or can be moved and how this knowledge is used in their daily lives. They pose questions and make predictions about changes that can affect how an object moves, and investigate and explain how pushes and pulls cause movement in objects, comparing their observations with predictions. They use informal measurements to make and compare observations about movement and sort information about the way toys move. They then apply this science knowledge in explaining how pushes and pulls can be used to change the movement of a toy or object they create.

HASS (Humanities & Social Sciences)

Unit – Impacts of Technology Over Time

Inquiry question:

How have changes in technology shaped our daily life?

- investigate continuity and change in technology used in the home, e.g., in toys or household products
- compare and contrast features of objects
- from the past and present
- sequence key developments in the use of a particular object in daily life over time
- pose questions about objects from the past and present
- describe ways technology has impacted on peoples' lives making them different from those of previous generations
- use information gathered for an investigation to develop a narrative about the past.

HPE (Health & Physical Education)

Health

In this unit, students explore safe and unsafe situations so that they understand their responsibility in staying safe. They examine the safety clues that can be used in situations and identify the emotions they feel in response to safe and unsafe situations. Students consider different aspects of sun safety and how they can promote their health, safety and wellbeing.



PE

Students participate in simple tagging games which incorporate the fundamental movement skills of dodging and running. They propose a range of alternatives and test alternatives to solve movement challenges. They demonstrate positive ways to interact with others and show sportsmanship.

Students:

- develop the fundamental movement skill of dodging
- develop skills and strategies to tag/evade others in tagging games
- test alternatives and solve movement challenges.
- develop skills to play fairly and work together during tagging games

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