



#### ENGLISH

##### Analysing and creating persuasive texts

In this unit, students read, view and analyse persuasive texts. Students demonstrate their understanding of persuasive texts by examining ways persuasive language features are used to influence an audience.

**SPELLING** - Students will cover Sound Waves units 21 - 29.

**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.

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#### TECHNOLOGIES – Design

##### Pinball Paradise

In this unit students will investigate how forces and the properties of materials affect the behaviour of a product or system, make a pinball machine, and design a games environment in which it can be used. They will explore the role of people in engineering technology occupations and how they address factors that meet client needs.

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#### MATHEMATICS

Students have opportunities to develop understandings of:

- **Money and financial mathematics**

- represent, calculate and round amounts of money required for purchases and change.

- **Number and place value**

- interpret number representations; sequence number values; apply number concepts and place value understanding to the calculation of addition, subtraction, multiplication and division; develop fluency with multiplication fact families, apply mental and written computation strategies, recall multiplication and division facts and apply place value to partition and regroup numbers to assist calculations.

- **Fractions and decimals**

- partition to create fraction families; identify, model and represent equivalent fractions; count by fractions; solve simple calculations involving fractions with like denominators, model and represent tenths and hundredths, make links between fractions and decimals, count by decimals, compare and sequence decimals.

- **Location and transformation**

- investigate different types of symmetry; analyse and create symmetrical designs.

- **Using units of measurement**

- use scaled instruments to measure and compare length, mass, capacity and temperature, measure areas using informal units and investigate standard units of measurement.

- **Shape**

- compare the areas of regular and irregular shapes using informal units of area measurement.

- **Patterns and algebra**

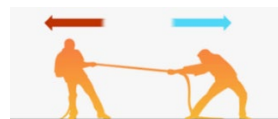
- use equivalent addition and subtraction number sentences to find unknown quantities

#### SCIENCE

##### Fast forces!

In this unit students will use games to investigate and demonstrate the direction of forces and the effect of contact and non-contact forces on objects. They will use their knowledge of forces to make predictions about games and complete games safely to collect data.

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#### LOTE – GERMAN

##### How do we celebrate?

In this unit, students use language to explore the concept of celebrations and make connections with their own experiences.

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#### MUSIC

##### Unit – Rhythms, notation and performance

Students will be exploring:

- Major & Minor chords
- 2 part playing on recorders & keyboards
- Form - ABACA; Solfa & Rhythmic patterns.

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#### HASS - (Humanities & Social Sciences)

##### Using places sustainably

In this unit, students:

- Identify the purpose of structures in the local community, such as local government.
- 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.
- Propose actions for caring for the environment and meeting the needs of people.

#### HPE - (Health & Physical Education)

##### Health Channels

In this unit, students examine different sources of health information and how to interpret them with regard to accuracy. They identify health messages and the methods they use to influence decisions. They look at smoking as a case study of how health messages change over time. Students apply decision-making skills to different health scenarios.

##### Football Frenzy

In this unit students will learn to apply strategies for working cooperatively and apply rules fairly. They refine striking the ball, running with the ball, and 1v1 skills and concepts in active play and games. They apply skills, concepts and strategies to solve movement challenges in small sided games.

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