



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.

Ms Eigel – teige1@eq.edu.au
Mrs Turpin - kktur0@eq.edu.au
Mr Coetzer – lecoe0@eq.edu.au

AUSLAN

This term in Auslan, Karalee students will be learning and revising several topics of interest. The topics covered will be food, animals, emotions, sports, the Olympic Games, weather and Auslan finger spelling. The year 5 and year 6 students will complete their Auslan assessment over a 3 week period.

Letters of the alphabet, number counting, manners, greetings and signed Auslan conversations will all continue to be revised. These basic Auslan skills will continue to be developed through whole class discussions together, movement, games and song.

Mrs Knight – bkng83@eq.edu.au

MATHEMATICS

In this unit students will:

Number

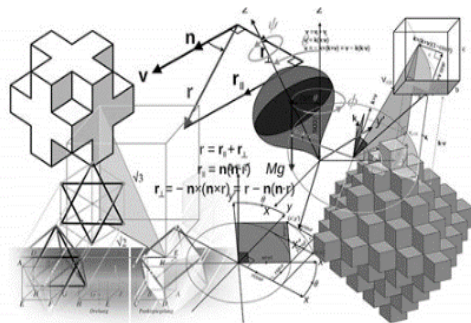
- draw on proficiency with number facts, fractions and decimals to deepen an appreciation of how numbers work
- choose and use efficient strategies when modelling financial and practical problems, communicating solutions within the context of the situation

Space

- represent and approximate shapes and objects in the environment

Measurement

- measure and estimate common attributes of objects using conventional instruments and appropriate metric units



SCIENCE

Students will 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 identify questions and make predictions based on prior knowledge. They safely use equipment and make and record observations with accuracy. Students suggest explanations for their observations, compare their findings with their predictions and communicate their observations and findings.

Ms Eigel - teige1@eq.u.au

TECHNOLOGIES – Coding and Minecraft

Minecraft Education

In this unit students will participate in the Minecraft Education program. Minecraft Education builds on STEM skills, unleashing creativity and engaging students in collaboration and problem solving through guided lessons.

Mrs Coetzer - lecoe0@eq.edu.au

MUSIC

Unit – Rhythms, notation and performance

Students will be exploring:

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

Mrs Myatt - kmyat3@eq.edu.au



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.

Mr Mottram - bmott8@eq.edu.au

