



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 strategies used for comprehension. Home reading is an important part of their reading program and will continue throughout the year.

Mr Coetzer – lecoe0@eq.edu.au

Mr O'Sullivan – kosul67@eq.edu.au

Ms Keizer – lkeiz1@eq.edu.au

MUSIC

This term, students will read, write and perform using known rhythms  (ta, titi, rest, tika-tika & ta-a). They will also begin to explore music in compound time. They will sing and play a range of repertoire using the extended do pentatonic scale and continue developing their ability to represent pitch using both stick notation as well as the musical staff and begin using absolute letter names of the Treble staff. Students will continue to develop their part-work and ensemble skills by rehearsing and performing in small groups.

Ms Natoli mnato2@eq.edu.au

MATHEMATICS

In this unit, students will use place value including tenths and hundredths in decimal form. They will represent fractions on a number line and identify equivalent fractions. Students will use number sentences for problem solving. They will compare and name angles. Students will identify 2D shapes and 3D objects. They will use instruments and appropriate units to measure length, mass, capacity and temperature as well as approximate perimeters and areas.



The ARTS

Frame by Frame: Click, Create, Animate!

This unit introduces students to the art of stop-motion animation, allowing them to create short films that tell engaging stories. They will explore media production techniques, camera work, and editing while developing teamwork, problem-solving, and storytelling skills. Using the Australian Curriculum v9, this unit focuses on:

Ms Amber Kemp akemp45@eq.edu.au

SCIENCE

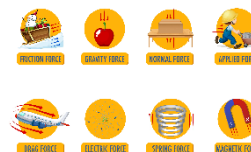
Fast Forces

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.

Mr O'Sullivan –

kosul67@eq.edu.au

TYPES OF FORCE



TECHNOLOGIES

Design Technology

In this unit, students learn to use online 3D design software to create personalised products for a specified purpose. They learn to use appropriate measurement units, 2D and 3D shapes and properties.

Ms Keizer – lkeiz1@eq.edu.au



HASS - (Humanities & Social Sciences)

Using places sustainably

In this unit, students will identify the purpose of structures in the local community, such as local government. They 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. Students will propose actions for caring for the environment and meeting the needs of people.

Mrs Coetzer – lecoe0@eq.edu.au

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

