

Visual Arts This term in Visual Arts, students from Prep to Year 6 will continue exploring the Elements of Art through sculpture, painting, drawing, collage, and printmaking. It will be a hands-on and imaginative term as students develop their artistic skills and learn new ways to express ideas.

Prep

Prep students will build, paint, and explore colour and texture through a range of fun projects. They'll experiment with paper sculptures, texture rubbings, playdough colour mixing, and sculpting clay bowls. The term finishes with bright flower and bee creations and festive Christmas crafts.



1/2

Year 1/2 students will focus on using art to communicate ideas and emotions. They'll begin with expressive character drawings inspired by Brendan Huntley, explore aerial perspective mapping through First Nations symbols, and build functional clay insect feeders. Later in the term, they will experiment with colour mixing in a Pantone-inspired painting activity before ending with festive Christmas tree artworks.

3/4

Year 3/4 students will start the term completing their vibrant collage dogs inspired by Misaki Kawai, then move into storytelling through First Nations symbols. They'll explore texture and mood with chalk night scenes, design and print nature-inspired clay tiles, and finish the year with colourful Christmas stockings influenced by Mola textile art.

5/6

Year 5/6 students will refine their technical and creative skills across a variety of projects. They'll begin by completing their bold figure collages inspired by Keith Haring. They'll have the opportunity to sculpt clay octopuses and explore printmaking through patterns and repetition. The year concludes with festive Christmas-themed drawings full of detail and imagination.

Throughout Term 4, the art room will be alive with colour, creativity, and celebration as students share their ideas and showcase their growing skills.

Auslan

"You can never truly understand one language until you understand at least two." - Geoffrey Willans

Welcome to Term 4 in Auslan! All St James students will continue to build their word banks and signing skills and hopefully also lengthen their sustained interactions. As always, the final term of the year is a favourite, as we have a wider signed vocabulary base to communicate with, because students showcase their signing skills in class presentations and we are also usually able to squeeze in a few Christmas activities in the closing sessions.



Preps will grow their signed vocabulary to include family signs and foundational questioning. They will continue to consolidate the topics they have learned throughout the year, including *greetings, fingerspelling, animals, colours, numbers and ages*. These topics will be drawn together for their signed *self* presentation and also feature in children's signed pictorial literature throughout the term.

Year 1 & 2 will continue to solidify their signed vocabulary, in the areas of *transport* and *actions* with sign language games and stories. They will grow their use of common signs, which when teamed with *transport* and *actions*, will assist them in communicating about outings in conversations and also their class presentation.

Year 3 - 4 will focus on signs related to making plans or communicating happenings in their own lives. Vocabulary building will include dates, locations, travel, transport and holidays, through explicit demonstration, interactive activities and written responses. Their signed student presentations will provide them with opportunities to recount past events and to relay potential future plans.

Year 5-6 will expand their vocabulary to include *emergency* signs, which are yet to be covered this Semester. In conjunction with previously learned community and locality signs, *emergent situations* will form the basis of their class presentations. This topic will also provide insight into the role of Auslan and technology when the Deaf community are faced with emergencies. Students will also continue to explore sentence building and voiceless communication, in a range of learning activities.

STEM

Preps - Students will be consolidating their skills on a computer, using skills to navigate around the Google Apps console, finding and opening docs and using skills within docs. Students will be building on the coding they did last term, using Codeapillar, a coding caterpillar, where they will sequence the caterpillar to complete activities. They will also be introduced to "cause and effect" whilst using the Codeapillar. We will also look at some design and creativity using the app Puppet Pals. Here students will design and create their own puppet show and then will share these with the class.

Year 1 - Students will be exploring design and creating using the Strawbees kits. Here they will imagine, plan, create and test different structures that they are challenged to build. They will investigate using joins to create different shapes, heights and strength of their builds. Following this the students will build on their coding skills using the robots-Botzees. Students will program the robot using block code to enable it to perform certain actions and sequences. They will also develop knowledge in conditional code - if and then, ie **if** my robot sees an obstacle **then** the robot will turn 180 degrees and move away. Using Botzee the students will also explore AR-Augmented Reality and Botzee moves within AR.

Year 2 - This term the students will explore design and building concepts using a variety of construction tools and materials. The students will look at playground designs and materials. They will then design their own piece of playground equipment and choose suitable materials and tools to safely build their design. They will test their design for strength and functionality and then change as needed. Following this students will then use the Sphero Indi robots. Here they will explore the colour coding cards, what they do and cause and effect they have on the Indi's. They will use their coding skills to program the Indi's to complete activities.

Year 3 - Students will be using the Lego WeDo 2.0 kits. Here the students will build, modify and code their projects. They will look at a variety of areas i.e. speed, pulling, sensors, lifting, tilting etc. They will also create their own robots for certain tasks ie speed tests. They will use the STEM process to imagine, design, test and modify their Lego robots.

Year 4 - Students will look at Push and Pull Machines, the science behind them, how they are used every day in our lives and will then build a variety of push/pull machines and gadgets using Lego. Using this knowledge the students then design their own gadgets or machine, describing the forces required and levers used. They then used Lego and other materials to build their machine. Following the building, students tested their machine and improved as required and then presented their design and build to the class.

Year 5 - The students this term will be creating their own Podcast. Students will do research into what podcasts are used for, target audiences and what makes a successful podcast. Students will then choose a topic and conduct research on their chosen topic, and then develop a script and record their podcast, as well as creating a logo for their podcast. They will use the online program Soundtrap to edit, record, add sound effects and transitions to their podcast. At the end of the term all students will have a "Podcast Release Party" and listen to each other's podcasts. Any students who want to publish their work to Spotify will be able to do so.

Year 6 - The students will be involved in a Gaming unit. The students will firstly design their own online game, using a storyboard, algorithms and pseudocode for their game. They will look at the many parts of what makes a game enjoyable and will incorporate this thinking into developing their own game. The students will then become game creators, primarily using the online program Makecode or gDevelop to build online games. They will build, and then test their games on an audience and using feedback provided from their audience, enhance or revise their game. For the final weeks of the term the students will be involved in using Drones. Students will look at Federal Aviation requirements, safety, drone components and will then build their skills to code, race and manoeuvre their drones to complete tasks and courses.