

Guided Inquiry Unit: Design and Technologies, Critical and Creative Thinking: Designers of the Future!

Value: Inclusion

Week	English		Mathematics	Guided Inquiry: Designers of the Future!	Wellbeing Respectful Relationships Health/Cybersafety		Assessment & <u>Portfolio Tasks</u>	Special Considerations
	Literacy Skills Grammar and Punctuation	Reading: Text Study Writing Speaking and Listening						
1 5/10	Lesson 1-3 Defining, building and using words with Latin root 'nom/nomn'	Public Speaking Core speech structure and content skills Argument organisation Audience adaptation (vocab and tone to suit target audience)	Multiplication Vertical algorithm with & without renaming (hundredths)	Designers of the Future Explore different fields of design and prototyping	EveryBODY Program Friday Anatomy and puberty changes		MAZE Reading Assessment ORF	5/10 First Day of Term 4 5/10 Senior Assembly
2 12/10		Public Speaking Physical delivery, body language and vocal skills	Division Fractional remainders Decimal remainders	What is ergonomics? Investigate everyday objects and tools. Examine assistive tools.	EveryBODY Program Friday Reproduction		E: Public Speaking M: Space GA M: Multiplication and Division Thinkaloud video ORF	13-14/10 Teeth on Wheels 14/10 Art Show Opening Night (5pm)
3 19/10	Lesson 4-6 Defining, building and using words with prefixes 'hyper-/hypo-'	The Blue Cat Lesson 1-5 Introducing the main characters Symbolism Theme of war and seeking refuge	Conceptualising Fractions Equivalent fractions Benchmarking fractions Converting and ordering mixed and improper fractions	Investigating handles Comparing existing designs, identify features and explore everyday problems	EveryBODY Program Friday Help-seeking		M: Number GA M: Algebra GA ORF	19/10 Senior Assembly 22/10 Teeth on Wheels
4 26/10	Lesson 7-9 Defining, building and using words with Latin root 'migr'	The Blue Cat Lesson 6-10 How language choices create mood Comparing points of view Analysing the theme of change	Conceptualising Fractions Adding and subtracting fractions Lowest common denominator	Understanding end user needs Identifying user needs and how they might differ.	EveryBODY Program Reflection		M: Probability GA PAT: Maths & Reading ORF	
5 2/11	Lesson 10-12 Defining, building and using words with Greek root 'graph'	The Blue Cat Lesson 11-15 Narrative structure: flashbacks Language to build imagery Theme of fear	Time and Statistics Converting between 12 and 24-hour time Conducting a statistical investigation	Developing Design Ideas Generating and developing ideas using research.	Topic 7 - Activity 1: Talking about gender	Topic 7 - Activity 2: Born or made?	W: Narrative Cold Write M: Statistics GA	2/11 Senior Assembly 3/11 Melbourne Cup Day
6 9/11	Lesson 13-15 Defining, building and using words with prefix 'tele-'	The Blue Cat Lesson 16-20 Making predictions Exploring characterisation	Transformations, Grid References and Grid Coordinates Transforming shapes Rotations	Prototyping Turning design into a 3D prototype/model.	Topic 7 - Activity 3: Facts about gender and equality of opportunity	Topic 7 - Activity 4: Media messages, gender policing and peer pressure	M: Measurement GA E: Scrapbook Narratives - excerpts related to historical artefacts	13/11 ICE Showcase 13/11 Public Speaking Competition
7 16/11	Lesson 16-18 Identifying and using modal verbs	The Blue Cat Lesson 21-25 Analysing the ending Summative Assessment	Transformations, Grid References and Grid Coordinates Directional language Contour lines	Design Testing Prototype testing to gather feedback.	Topic 8 - Activity 1: What is violence?	Topic 8 - Activity 2: Understanding positive and negative uses of power in relationships	W: Bike Ed Safety Poster	16/11 Senior Assembly Bike Ed Program
8 23/11	Lesson 19-21 Sentence openers to build cohesion Interrupting clauses Appositive phrases	Historical Biography What is a biography? Structure and features of a biography Deconstructing mentor biographies	Statistics and Probability Experimental Probability Using data to tell a story Represent and compare data	Refine and Improve Refine prototype using user feedback and testing.	Topic 8 - Activity 3: Active respect in peer relationships	Topic 8 - Activity 4: Permission/Consent		Bike Ed Program
9 30/11	Lesson 22-24 Punctuating sentences	Historical Biography Researching a life Turning research into writing	Statistics and Probability Design and conduct a survey Interpreting data	Design Presentation Explore technical drawings, branding and presentation	Topic 8 - Activity 5: Upstanders	Topic 8 - Activity 6: Help-seeking in response to gender-based violence	Semester 2 Reflection	30/11 Senior Assembly 2/12 Christmas Concert 3/12 Year 7 Transition Day 4/12 Colour Fun Run
10 7/12	Lesson 25 Using ellipses in sentences	Persuasive Writing Identify and explain persuasive techniques Identifying audience and purpose Structuring a persuasive text	Chance and Game Design Probability and sample size Theoretical probability Two-way tables	Present and reflect Create a presentation on the design process and final product.			GI: Assistive Tools Showcase	10/12 Year 6 Graduation 11/12 Year 3/4/5 and Year 6 Celebration Day
11 14/12		Persuasive Writing Develop persuasive arguments with reason and evidence Counterarguments and rebuttals	Chance and Game Design Tree diagrams Modify outcomes of chance games					Whole School Assembly 18/12 Last day of Term 4 (1:30pm Finish)