

Guided Inquiry Unit: History

School Value: Responsibility

To provide a safe, innovative and engaging setting which inspires students to achieve personal growth and feel empowered to make a positive impact in the world around them.

Opportunities for Innovation	Agency (Empowerment)	Community Connections
<ul style="list-style-type: none"> Guided Inquiry design project Animal project Problem Solving 	<ul style="list-style-type: none"> Guided Inquiry- choice of topic Persuasive Writing - about own interests/experiences 	<ul style="list-style-type: none"> Local history Guided Inquiry Museum Showcase

Week	English				Mathematics	Guided Inquiry: History	Wellbeing	Assessment & Portfolio Tasks	Special Considerations
	Reading	Writing	Speaking & Listening	Spelling/Codes					
1 15/4	Features of Non-Fiction Texts	Personal Recounts Sequencing Events using time connectives and openers	Non-Verbal Communication	Review	Place Value Revisit renaming, ways to record a number, patterns in numbers	How Times Have Changed	Responsibility: Digital Technology LIFE Skills Go	SS: Writing	Colour Fun Run 1/5: School Photos
2 22/4	Author's Purpose Persuasive Texts - modality, sentence structure	Persuasive Planning for Success	Expressing disagreements politely	ee, ar, ea, or, ph Rule: Silent Final E Job 1	Addition Create and represent Number Stories		Catastrophe Scale Class and individual		25/4: Anzac Day 26/4: Curriculum Day
3 29/04	Author's Purpose Persuasive Text First Nations connections	Persuasive Exploring structure, purpose and persuasive language Big Write	Communicating ideas clearly	ee, ar, ea, or, ph Rule: Silent Final E Job 1	Addition Additive thinking, connections to financial maths and adding small collections of coins		Catastrophe Scale Class and individual	SS: Wellbeing SS: Addition Think Board	Cross country
4 6/5	Summarising Retelling - sequencing events, main ideas	Persuasive The Writing Process	Expressing Opinions with Evidence	ee, ar, ea, or, ph Rule: Silent Final E Job 1	Probability Describing outcomes and reasoning using keywords		Investigation Rotations <ul style="list-style-type: none"> Toys Shops and Money School and Fashion Transport Technology 	Positive Coping: Cheering up and calming down	Mother's Day
5 13/5	Summarising Retelling fiction and non-fiction texts	Persuasive Writing Exploring sentence structure, paragraphs, editing for punctuation Cold Write: Persuasive	Expression with purpose Verbal, visual, body language and facial expressions	ee, or, ck, wh, ough Rule: Using 'ck'	Subtraction Representing subtraction using different strategies: number lines, hands on materials			Positive Coping: Managing anger	Education Week: Open Afternoon
6 20/5	Visualising Visualise character Visualise settings	Imaginative Recount Big Write	Sharing appreciation for texts	ee, aw, au, ey, igh Rule: using 'ed'	Subtraction Connecting to addition, Using different strategies. Partitioning and rearranging. Counting on/back			Problem Solving: Cooperative games & decision making	SS: Reading - Visualising
7 27/5	Questioning Literal comprehension	Information Report Researching, organising and summarising information	Exploring language for interaction Questioning	g, dge, ay, ti Rule: using 'ed'	Measurement - Length Comparing and ordering informal units of measurement	Research Project Creating a presentation about an area of interest from investigation	Problem Solving: Finding possible solutions	Reconciliation Week	
8 3/6	Questioning Inferential comprehension	Information Report The Writing Process	Exploring language for interaction Listening and responding in conversations	g, dge, ay, ti Rule: fzsl gang	Measurement - Mass Comparing and ordering in terms of mass		SS: Reptile Project Writing, speaking and listening, Maths	3/6 Mabo Day	
9 10/6	Non-fiction Text features	Information Report Editing using VCOP Criterion	Providing Feedback Problem Solving	ew, ui, oa, dge, eigh Rule: using 'dge'	Location Mapping familiar locations, directional language		Inner Coach/Inner Critic	10/6: King's Birthday 11/6: Curriculum Day	
10 17/6	Fluency Reading aloud with expression	Writing to Entertain Exploring text types Big Write: Narrative	Providing Feedback	ew, ui, oa, dge, eigh Rule: using 'dge'	Addition and Subtraction Building Efficient Strategies, problem solving	Guided Inquiry Showcase Mini-Museum	Inclusion: Cooperative games & decision making	Morrison McCall SS: Guided Inquiry	Planning Week
11 24/6	Fluency Reading aloud with expression	Reflective Writing Term 2 Reflection	Communication Skills Exploring how language changes in formal situations	Codes Review	Addition and Subtraction Building Efficient Strategies, problem solving and building fluency		SS: Reflection	MPRPS Got Talent	