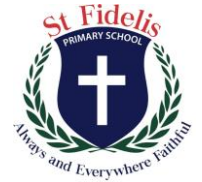


Year 3 & 4 Curriculum Overview

This newsletter briefly overviews the key learning across the curriculum for Term Four. Please read our newsletter each week to learn more.



INQUIRY

Who decides and how?

Understandings:

- In a democracy, communities make decisions differently and for different reasons.
- Decisions can be made to benefit a community.
- As active citizens, we have a responsibility to contribute to rule-making.

Health: Have you got the message?

Understandings:

- Messages from the media influence our health.
- Health is a personal and social responsibility.
- There are many benefits of staying healthy and active.

RELIGIOUS EDUCATION

As faith-filled people, students will learn to:

- Explain and interpret the role of Mary and discipleship in the early Church
- Explain and interpret how Catholic Social Teaching may inform decision-making

ENGLISH

As readers, students will learn to:

- Apply their letter-sound relationships, segmenting and blending knowledge to read complex words.
- Recognise prefixes, suffixes, and homophones.
- Use comprehension strategies to build literal and inferred meaning, explore language devices like rhythm and onomatopoeia, and experiment with wordplay in poetry and other texts.

As writers, students will learn to:

- Use letter-sound relationships, spelling patterns, and phonic generalisations to spell words, including more complex letter combinations. They will also practice handwriting using clearly-formed joined letters with increasing fluency and automaticity.
- Plan, draft, and publish persuasive texts, and reread and edit for structure, meaning, and grammar.

As communicators, students will learn to:

- Understand how social conventions like turn-taking and forms of address influence successful communication. They will listen actively, contribute to discussions, and communicate clearly in collaborative situations.
- Plan, rehearse, and deliver short presentations, organising key details

MATHEMATICS

As mathematicians, in *Number and Algebra*, students will learn to:

- Model and represent unit fractions (e.g., $\frac{1}{2}$, $\frac{1}{4}$, $\frac{1}{3}$, $\frac{1}{5}$) and explore equivalent fractions in real-world contexts. They will also count and locate fractions like quarters, halves, and thirds on a number line.
- Extend their understanding of the place value system to tenths and hundredths, connecting fractions and decimal notation.

As mathematicians, in *Measurement and Geometry*, students will learn to:

- Create and interpret simple grid maps using scales, legends, and directions to show positions and pathways.
- Explore symmetry by identifying symmetrical objects and creating symmetrical patterns and shapes.
- Understand and describe angles and movements like slides and turns, compare angle sizes in everyday situations, and classify them as equal to, greater than, or less than a right angle.

logically and using appropriate tone, pitch, and volume.

SPECIALIST PROGRAM

ITALIAN

As learners of Italian, students will learn to:

- Revise how to ask and state their age and their birthday.
- Revise how to ask, *What is the weather today?*
- Identify the name of the seasons.
- Compare seasonal differences between Italy and Australia.
- Ask and tell the time, distinguishing between o'clock, half past, a quarter past and a quarter to.
- Continue to use games and digital technology to consolidate their language learning throughout the term.

STEM

As designers, students will learn to:

- Continue programming with Microsoft's MakeCode using the Micro: Bit, creating and experimenting with this small, versatile computer.
- Explore the evolution of computers and coding, understanding their impact on technology today.
- Present and showcase their Akorn Education Prototypes at the STEM and Visual Art School Expo.
- Explore and program with the LEGO SPIKE Essentials kit, designing and coding LEGO devices to solve challenges and create innovative solutions.

PHYSICAL EDUCATION

As active people, students will learn to:

- Participate in activities that require displaying various motor skills, such as skipping, running, throwing, catching, kicking, striking, tracking, and trapping, in individual, partner, group, and team situations.
- Perform and practise their fundamental motor skills through 'Sports Day' games practice, fun games and athletics events.
- Apply motor skills to sport-specific situations.
- Create and perform coordinated movement sequences that contain a variety of motor skills and movement patterns, such as dodging, chasing and avoidance games.
- Work with others to achieve goals in both cooperative and competitive situations.
- Continue to develop their understanding of fair play and respect for the officials' roles.

VISUAL ARTS

As artists, students will learn to:

- Select and use a variety of drawing tools and techniques to create artwork.
- Use drawing, cutting, tearing, selecting, arranging and joining skills to create artwork.
- Identify and express ways in which indigenous art tells a story.

THE RESILIENCE PROJECT

Students will learn to:

- Identify conflicts that may occur in peer groups and suggest possible causes and resolutions
- Identify and explore the expression of emotions in social situations and the impact on self and others
- Identify and practise strategies to promote health, safety and wellbeing

IMPORTANT DATES

25/10/24 - Crazy Sock Day (Socktober Fundraiser)
29/10/24 - Gateways (Grade 3) **30/10/24** - Gateways (Grade 4)
1/11/24- Whole School Assembly- All Saints Day
4/11-5/11/24 - School Closure (Melbourne Cup)
11/11/24 - Remembrance Day
14/11/24- STEM/ART show
22/11/24- Whole School Athletics Day
25/11/24 - First Aid incursion
12/12/24- Christmas Picnic, Carols Night