Years 5 & 6 Curriculum Overview - Term 4, 2023



Education in Faith

Students will read stories from the Bible, focussing on the teachings of Jesus. They will reflect on insights gained from scripture and identify ways to apply them to their personal and communal experiences. They will use a range of strategies to make sense of scripture and how stories can change over time. The students will also investigate the season of Advent in the Catholic Church.

English

In Reading and Viewing, students will learn to recognise that ideas in literary texts can be conveyed from different viewpoints, which can lead to different kinds of interpretations and responses. Through a media arts lens we will unpack a variety of texts and use these to aid our own writing and representation of personal experiences and ideas.

In Writing, students will create literary texts that experiment with structures, ideas and stylistic features through a media arts lens. They will reread and edit their own and others' work using agreed criteria for text structures and language features. Students will compare texts including media texts that represent ideas and events in different ways and then create their own story using the ideas that they have studied.

In Term Four, the students will continue to take part in a weekly SMART spelling approach, using syllable, letter and sound strategies. <u>http://www.smartspelling.com.au/</u>

In Speaking and Listening, students will participate in and contribute to discussions, clarifying, sharing and evaluating information, experiences and opinions whilst interacting with others within their group, class and level. Through our media arts presentation students will have the opportunity to present formally in front of the class.

Mathematics

In Term Four, students will be learning about a range of topics including time, chance, money and algebra. They will develop skills in reading timetables, understanding probability, budgeting, and recognising tessellations and number patterns. These topics will enhance their mathematical abilities and also help them develop important life skills such as time management, decision-making, and financial literacy.

Wellbeing

In Wellbeing, the students will focus on communication skills, and teamwork. They will learn to challenge negative thoughts, communicate effectively with others, and work collaboratively. These lessons aim to develop a positive mindset, strong interpersonal skills, and a cooperative attitude. Students will engage in activities promoting teamwork and collaboration, enhancing their ability to work effectively with others. These lessons aim to support students in developing a strong sense of self, positive interpersonal skills, and a cooperative mindset.

Inquiry Learning

Media Arts - 'What's the story?'

Students will investigate the elements of media arts and story principles to communicate meaning and viewpoints by comparing media artworks from different social, cultural and historical contexts, including media artworks of Aboriginal and Torres Strait Islander Peoples. Through our media arts project, students will be able to choose their own interest to create a presentation that may include a medium such as, podcasting, stop motion, videography, theatre, radio, etc.

Digital Technologies

Students will continue to use a range of software including word processing programs to construct, edit and publish written text. They will experiment with apps such as stop motion, podcasting and iMovie. Students will also use Google Suite apps, especially Google Sheets to enhance their project and presentation skills.

Performing Arts

Students will participate in a unit of Musical Theatre. Throughout a series of lessons combining our previous units of drama, music, and dance, the students will engage in a range of Christmas themed activities, including improvisations, scripted drama, dance, and instrumental pieces. To finish the term, the students will work towards a class performance of a Christmas themed song and dance. They will continue to refine the basic performance elements required to engage an audience, including emotional expression, vocal clarity and projection, and stage presence.

Visual Art

Students will begin by reflecting on themselves as an artist. They will use reflective language to critique their own work and respond to whether they feel they were able to show their artistic vision, through creating and presenting it. The students will plan out and construct their own 'People Pots' where they will use a range of skills, techniques and mediums to create their 3D self portrait. The students will begin by constructing the shape and then use plaster bandages (modroc) to sculpt around it. They will then experiment with paint shade and facial expressions to create oversized features. The students will use their collage and construction skills with a range of materials to add detail and interest to their pieces.

Physical Education

Students will be introduced to the skills and game play in Spikeball. This modern game requires tactical thinking, teamwork and consideration of strategic ways to move around the net. Open-palmed strikes of the ball will be learnt to perform passes to team members and spikes onto a net. As skills are mastered, students will think about appropriate ball placement and teamwork when trying to win a point. Students will participate in a mini unit of hockey. Students will learn the correct passes used in hockey and explore effective attacking strategies to move the ball down field to score. They will extend themselves to think about the best defensive tactics that they can use to stop the other team from scoring.

STEM

Students will investigate how electrical energy can be transferred and transformed in electrical circuits and can be generated from a range of sources. Through hands-on investigations, they will explore simple circuits and their components, including batteries, bulbs, and switches to explain how battery operated devices work and construct and represent simple circuits. They will discuss sources of electrical energy, and design, make and appraise a model incorporating an electrical circuit with a switch.