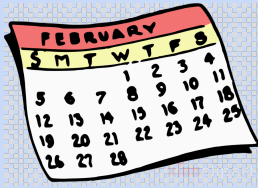


Senior - Grades 5 & 6 Specialists Term 3 Overview

Mandarin

In Term 3, students are going to work on basic characters in Mandarin as well as topics related to places and activities. They will be focusing on locating key words in texts such as timetables, calendars or brochures, and exchanging information and opinions in class discussion. With scaffolded models, students will be producing short stories of a wonderful day.



Performing Arts

Students will explore dance in two ways: through movement and body action; and respond to texts that communicate ideas in dances from different contexts including social, cultural and health influences. Students will consider and discuss the role of dance in the Aboriginal or Torres Strait Islander societies. This will be done through a variety of multimedia resources.



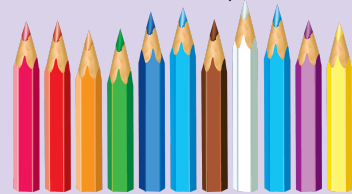
Physical Education

Students will be taking part in the invasion game of rugby with Melbourne Storm. They will look at the skills and tactics necessary to play the game within game situations. Grade 5 & 6 students will also be looking at the components of fitness and then be taking part in an Athletics unit, looking at the breakdown of each track and field event.



Visual Arts

In Art this term students will be exploring the process of upscaling a drawing. Students will explore character strengths through art tasks with an aim to build resilience. Focusing on art elements and principles such as line and contrast students will create a drawing related to a P.E interest. At home families can support your child by encouraging them to 'draw for fun' exploring art which relates to their interests is a good way to promote enjoyment in learning.



STEM

Students are exploring how to use technology in healthy ways. They are being introduced to safely creating surveys online, collaborating effectively online, knowing what digital systems and networks are and how they work. They will explore data as whole numbers and how computers use numbers to display images. Students will then use this knowledge to code in Scratch in order to create a mathematical art piece.

