| Key Learning Area <br> (KLA) | Outline |
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| Religious Education | Mary: Faithful Disciple <br> This unit looks at Mary as a faithful disciple and model for the Church. Students will <br> explore women of faith and courage, and Mary as a woman of great faith and courage. <br> Students will then review Catholic Marian devotion in art and music. <br> The Bible: Our Sacred Story <br> This unit explores the Bible as our Sacred Scriptures. Students review the great story <br> of our tradition, its significant people and events. The unit also briefly introduces the <br> students to the formation of the Bible. |
| English | Students learn to critically analyse and respond to texts, with a focus on multimodal <br> and visual texts. They explore the ways in which texts are structured and presented in <br> order to communicate ideas and influence viewers. <br> Global Focus: Students consider the individuals and national responsibilities of global <br> citizens of the 21st Century and are encouraged to think about how they can act to <br> facilitate equity and justice for others through their choices and actions. |
| Library <br> The focus text for this term is 'Circle' by Jeannie Baker. 'Circle' captures the sheer <br> wonder of the migratory journey of a small bird - the Godwit, reminding us of the global <br> interdependence of nature. |  |
| The CBCA Book Week theme for 2023 is "Read, Grow, Inspire", 19th $-25^{\text {th }}$ August. |  |
| Illustrator, Marc McBride will also be visiting the school this term. In addition, the |  |
| Premier's Reading Challenge finishes August 18th. All students are expected to |  |
| complete the Challenge. |  |


| Mathematics | Weeks | Sub-strands | Content |
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|  | 1-2 | Whole Numbers TwoDimensional Space Angles | Whole Numbers <br> - explain whether a whole number is prime, composite or neither by finding the number of factors <br> - explain why a prime number, when modelled as an array, can only have one row <br> - identify and describe properties of prime, composite, square and triangular numbers <br> Two-Dimensional Space <br> - identify and name parts of circles <br> - create a circle by finding points that are all the same distance from a fixed point (the centre) <br> - identify and name parts of a circle, including the centre, radius, diameter, circumference, sector, semicircle and quadrant <br> - identify whether a two-dimensional shape has been translated, reflected or rotated, or has undergone a number of transformations, eg 'The parallelogram has been rotated clockwise through $90^{\circ}$ once and then reflected once' <br> - construct patterns of two-dimensional shapes that involve translations, reflections and rotations using computer software <br> - predict the next translation, reflection or rotation in a pattern, eg 'The arrow is being rotated $90^{\circ}$ anti-clockwise each time' <br> Angles <br> - use the results established for adjacent angles that form right angles, straight angles and angles of revolution to find the size of unknown angles in diagrams <br> - investigate, with and without the use of digital technologies, vertically opposite angles and establish that they are equal in size <br> - use the equality of vertically opposite angles to find the size of unknown angles in diagrams |
|  | 3-4 |  | Addition and Subtraction <br> - record the strategy used to solve addition and subtraction word problems <br> - use selected words to describe each step of the solution process <br> Three-Dimensional Space <br> - create prisms and pyramids using a variety of materials, eg plasticine, paper or cardboard nets, connecting cubes <br> - create skeletal models of prisms and pyramids, eg using toothpicks and modelling clay or straws and tape <br> - construct three-dimensional models of prisms and pyramids and sketch the front, side and top views <br> - construct three-dimensional models of prisms and pyramids, given drawings of different views |


|  | 5-6 |  | Multiplication and Division <br> - explore the use of brackets and the order of operations to write number sentences <br> - use the term 'operations' to describe collectively the processes of addition, subtraction, multiplication and division <br> - investigate and establish the order of operations using real-life contexts, eg 'I buy six goldfish costing $\$ 10$ each and two water plants costing $\$ 4$ each. What is the total cost?'; this can be represented by the number sentence 6 $\times 10+2 \times 4$ but, to obtain the total cost, multiplication must be performed before addition <br> Area <br> - investigate and compare the areas of rectangles that have the same perimeter, eg compare the areas of all possible rectangles with whole-number dimensions and a perimeter of 20 centimetres <br> - solve a variety of problems involving the areas of rectangles (including squares) and triangles |
| :---: | :---: | :---: | :---: |
|  | 7-8 |  | Fractions and Decimals <br> - use mental strategies to multiply simple decimals by single-digit numbers, eg $3.5 \times 2$ <br> - multiply decimals of up to three decimal places by whole numbers of up to two digits, with and without the use of digital technologies, eg 'I measured three desks. Each desk was 1.25 m in length, so the total length is $3 \times 1.25=3.75$ m' <br> - divide decimals by a one-digit whole number where the result is a terminating decimal, eg $5.25 \div 5=1.05$ <br> - solve word problems involving the multiplication and division of decimals, including those involving money, eg determine the 'best buy' for different-sized cartons of cans of soft drink <br> - recognise the number patterns formed when decimals are multiplied and divided by 10, 100 and 1000 <br> Length <br> - investigate and compare perimeters of rectangles with the same area <br> - determine the number of different rectangles that can be formed using whole-number dimensions for a given area (Problem Solving, Reasoning) <br> - solve a variety of problems involving length and perimeter, including problems involving different units of length, eg 'Find the total length of three items measuring $5 \mathrm{~mm}, 20 \mathrm{~cm}$ and $1.2 \mathrm{~m} '$ |
|  | 9-10 |  | Patterns and Algebra <br> - recognise that the number plane (Cartesian plane) is a visual way of describing location on a grid |

$\left.\begin{array}{|l|l|l|l|}\hline & & \begin{array}{l}\text { recognise that the number plane consists of } \\ \text { horizontal axis (x-axis and a vertical axis (y- } \\ \text { axis), creating four quadrants } \\ \text { identify the point of intersection of the two axes } \\ \text { as the origin, having coordinates (0,0) } \\ \text { plot and label points, given coordinates, in all } \\ \text { four quadrants of the number plane } \\ \text { identify and record the coordinates of given } \\ \text { points in all four quadrants of the number plane }\end{array} \\ \text { Chance } \\ \text { assign expected probabilities to outcomes in } \\ \text { chance experiments with random generators, } \\ \text { including digital simulators, and compare the } \\ \text { expected probabilities with the observed } \\ \text { probabilites after both small and large numbers } \\ \text { of trials } \\ \text { use samples to make predictions about a larger } \\ \text { 'population' from which the sample comes. }\end{array}\right\}$

