

	Students are learning...	Students will demonstrate...
English	<p>Persuasive Texts: To listen, read, view and interpret a range of persuasive texts. Students apply comprehension strategies, focusing on particular viewpoints portrayed in a range of texts. They create a persuasive text, including written and visual elements, from a particular viewpoint.</p> <p><i>“Animals should be kept in zoos/left in the wild”</i></p>	<p>Persuasive text: Students select information and create a persuasive text that presents a particular point of view about an issue.</p> <p>Students interpret and analyse information from a range of texts.</p>
Maths	<p>Number & Algebra:</p> <ul style="list-style-type: none"> • Number and place value. • Multiplication & division. • Fractions and decimals. <p>Measurement & Geometry:</p> <ul style="list-style-type: none"> • Using units of measurement. <p>Statistics & Probability:</p> <ul style="list-style-type: none"> • Data representation and interpretation. 	<p>In Number & Algebra:</p> <ul style="list-style-type: none"> • Solving simple multiplication, subtraction and fraction problems. • Identifying fractions on a number line. • Adding and subtracting fractions with the same denominator. <p>In Statistics & Probability:</p> <ul style="list-style-type: none"> • Interpreting data and posing questions to collect data.
Science	<p>Animal Adaptations:</p> <ul style="list-style-type: none"> • The structural features and behavioural adaptations that assist living things to survive in their environment. • The relationships between the factors that influence how plants and animals survive in their environments. 	<ul style="list-style-type: none"> • Students will use their knowledge of structural and behavioural adaptations to design two creatures. One creature that can survive in a drought-affected area and one that can survive in a rainforest environment.
HASS	<p>People and their environment: Students will be investigating the characteristics of places and use evidence to draw conclusions about a preferred place to live.</p>	<ul style="list-style-type: none"> • How to identify and describe the locations of places using mapping skills. • How to sort, record and interpret data and information about the characteristics of places. • How to identify and explain interconnections between humans and environmental characteristics of places. • How to evaluate characteristics of places and a preferred place to live.
Technology	<p>Digital Technologies:</p> <ul style="list-style-type: none"> • Students use their scientific knowledge of adaptations to create/design a creature that can survive in a prescribed environment. • Students present their creature through a multimodal presentation. 	<ul style="list-style-type: none"> • Students will apply their scientific understanding of structural and behavioural adaptations to create/design a creature. • Students will demonstrate an ability to use animations and transitions on a PowerPoint presentation. • Students will incorporate visual elements to engage their target audience.

The Arts	<p>Drama</p> <p>Students will devise a short group performance based on the theme of fantasy. They will explore the elements of drama, fantasy/mystery genre, and transformation techniques through performance.</p>	
Health	<p>Emotional Interactions</p> <ul style="list-style-type: none"> • To recognise the influence of emotions on behaviours and discuss factors that influence how people interact. • To describe their own and others' contributions to health, safety and wellbeing and to demonstrate skills to work collaboratively. 	<ul style="list-style-type: none"> • Recognise the influence of emotions on behaviours. • Discuss factors that influence how people interact. • Describe their own and others' contributions to health, safety and wellbeing. • Demonstrate skills to work collaboratively.