

Term 4 Curriculum Overview

Year 5, 2021

	Students are learning...	Students will demonstrate...
English	<p>Informative Text – Animal Adaptations In this unit, students create an informative text to explain and demonstrate how adaptations help an animal to thrive in its environment.</p>	<ul style="list-style-type: none"> • Use of language features to show how ideas can be extended in informative texts for different purposes and audiences. • Presentations which include multimodal elements for defined purposes. • Specific vocabulary and use accurate spelling and punctuation. • Edited work which has cohesive structure and meaning. • Understanding of grammar using a variety of sentence types. • How to Develop and explain a point of view about a text, selecting information from a range of resources. • How to explain how text structures assist in understanding the text. • How to listen and ask questions to clarify content.
Maths	<p>In this unit students apply a variety of mathematical concepts in real-life, lifelike and purely mathematical situations.</p> <p>Through the proficiency strands - understanding, fluency, problem-solving and reasoning - students have opportunities to develop understandings of:</p> <ul style="list-style-type: none"> • Number and place value - apply mental and written strategies to solve addition, subtraction, multiplication and division problems; identify and use factors and multiples; apply computation skills; use estimation and rounding to check reasonableness; solve problems involving addition, subtraction, multiplication and division; use efficient mental and written strategies to solve problems. • Using units of measurement - read and represent 24-hour time, convert between 12-hour and 24-hour time. • Chance - list possible outcomes of chance experiments, describe and order chance events, express probability on a numerical continuum, compare predictions with actual data, apply probability to games of chance, make predictions in chance experiments. 	<p>Calculating time and identifying factors and multiples</p> <ul style="list-style-type: none"> • Students convert between 12-hour and 24-hour time. Students identify and describe factors and multiples of whole numbers. <p>Describing chance and probability</p> <ul style="list-style-type: none"> • Students mathematically describe chance experiments involving equally likely outcomes and to represent those outcomes. <p>Investigating with measurement and mapping</p> <ul style="list-style-type: none"> • Students use simple strategies to reason and solve measurement and location inquiry questions.
Science	<p>Animal Adaptations:</p> <ul style="list-style-type: none"> • The structural features and behavioural adaptations that assist living things to thrive in their environment. • The relationships between the factors that influence how plants and animals thrive in their environments. 	<ul style="list-style-type: none"> • And analyse how the form of living things enables them to function in their environment. • Communication of ideas using multimodal texts. • Construction of tables and graphs to organise data.
HASS	<p>Participating in Australian Communities In this unit, students are learning about the importance of democracy, its values and processes. They will explore the following key inquiry question: • <i>How have people enacted their values and perceptions about their community, other people and places, past and present?</i></p>	<ul style="list-style-type: none"> • The ability to generate ideas about an issue and how to respond to it. • Describe different viewpoints to an issue or challenge. • Present findings and conclusions in a range of communication forms using appropriate conventions.

<p>Design Technology (Semester 2)</p>	<ul style="list-style-type: none"> • To define problems in terms of data and functional requirements and design solutions by developing algorithms to address the problems. • To incorporate decision-making, repetition and user interface design into their designs and implement their digital solutions, including a visual program. 	<ul style="list-style-type: none"> • Students generate and record design ideas for specified audiences using appropriate technical terms, and graphical and non-graphical representation techniques including algorithms. • Students plan, design, test, modify and create digital solutions that meet intended purposes including user interfaces and a visual program.
<p>Health</p>	<p>Growing up</p> <ul style="list-style-type: none"> • In this unit, students explore developmental changes and transitions that occur, as they grow older. • Students investigate strategies available to assist them with the transition. 	<p>Students investigate developmental changes and transitions associated with growing up and access and interpret health information.</p>