# *Learning at Coorparoo in Year 3 looks like...*

**Term 4 2024**

## ENGLISH

**Exploring Character**

Students explore how authors develop and create characters using a variety of language features in literature and how authors use these elements for different effects.

**Assessment:**

**Task 1 Written Response**

Students write a procedural script between two characters to *explain* how to do something.

**Task 2 Spoken Presentation**

Students present their script with a partner in their selected role.

## HEALTH

**Semester 2**

**Understanding human rights: Self and others**

**Influences on identity and coping with change**

Students:

- Understand the relationship between human rights, responsibilities and respect for self and others
- Explore human rights, including asserting own rights and defending others' rights.
- Describe strategies to manage emotions and cope with change

**Assessment:** Written response

## SCIENCE

**Hot Stuff**

Students investigate how heat is produced and the behaviour of heat when it transfers from an object or area to another. They identify that heat can be observed by touch and that formal measurements of heat (temperature) can be taken using a thermometer. Students identify that heat transfers from warmer areas to cooler areas. They consider everyday questions about heat and heat transfer and conduct a range of investigations to solve them. Students plan, predict, conduct, collect and represent data. Students identify trends and explain their results and reflect on the fairness of their investigations.

**Assessment:**

Students conduct an investigation into the behaviour of heat to explain everyday observations. They predict, collect, record and represent data, analyse and evaluate results.

## THE ARTS

**Visual Art**

Students:

- Discuss how they use visual conventions in artworks
- Collaborate to plan and make artworks that are inspired by artworks they experience
- Use visual conventions, techniques and processes to communicate their ideas

**Assessment:** Students create a diorama and respond to artwork.

**Music**

Students:

- Practise singing, playing instruments and improvising music, using elements of music including rhythm, pitch, dynamics and form in a range of pieces
- Create, perform and record compositions by selecting and organising sounds, silence, tempo and volume
- Identify intended purposes and meanings as they listen to music using the elements of music to make comparisons

**Assessment:** Observations and Checklist

## Humanities and Social Sciences (HASS)

**Semester 2**

**Exploring Similarities and Differences in Places Near and Far**

Inquiry questions:

- What would it be like to live in a neighbouring country?
- How and why are places similar and different?

**Assessment:** Collection of Work

## TECHNOLOGY

**Semester 2 Robotics**

As part of the Digital Technologies curriculum students will be experimenting, investigating and creating solutions to problems using a robot called Sphero. The Sphero is a programmable robot with sensors like motor encoders, LED lights, accelerometer and a gyroscope.

**Assessment:** Students create a visual code to show a sequence of operations to solve a series of increasingly sophisticated problems.

## PHYSICAL EDUCATION

**Soccer**

Students perform the fundamental skills associated with soccer including dribbling, passing, receiving, trapping, shooting and ball control techniques to apply them in a game context.

Students:

- Develop and perform the skills and techniques necessary to successfully play modified soccer games

**Assessment:** Observations and Checklist

## MATHEMATICS

**Number and Place Value**

- Count to and beyond 10000
- Represent, combine and partition 4-digit numbers
- Recall addition & related subtraction facts and division and multiplication related facts
- Add and subtract using a written place value strategy
- Use all operations in problem solving situations

**Fractions and Decimals**

- Represent, order and compare unit fractions of shapes and collections
- Solve simple problems involving fractions

**Money and Financial Mathematics**

- Calculate change

**Units of measurement**

- Measure, order and compare objects using metric units of length, mass and capacity
- Identify and represent time to the minute
- Investigate the relationship between units of time
- Problem solve within time

**Location and Transformation**

- Represent symmetry
- Interpret, represent movement and describe positions on simple grid maps and plans

**Shape**

- Make sort and describe three-dimensional objects

**Chance**

- Explore the language of chance
- Make predictions based on data displays

**Data Representation and Interpretation**

- Gather, organise and represent data with and without digital technologies
- Interpret and compare data displays

**Geometric reasoning**

- Identify, construct and compare angles in the environment

**Assessment:** CSS Written Assessment Tasks