

Learning at Coorparoo in Year 3 looks like...

Term 4 2024



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

objects

- 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

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 ٠ 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
- using the elements of music to make comparisons

Humanities and Social Sciences (HASS)

Semester 2

•

Exploring Similarities and Differences in Places Near and Far Inquiry questions:

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

Assessment: Collection of Work

- Identify intended purposes and meanings as they listen to music

Assessment: Observations and Checklist

investigating and creating solutions to problems using a robot called Sphero. The

As part of the Digital Technologies

Sphero is a programmable robot with sensors like motor encoders, LED lights, accelerometer and a gyroscope.

curriculum students will be experimenting,

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

PHYSICAL EDUCATION

Soccer

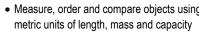
Students perform the fundamental skills associated with soccer including dribbling, passing, receiving, trapping, shooting and ball control techniques to apply them in a dame context.

Students:

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

Assessment: Observations and Checklist

TECHNOLOGY Semester 2 Robotics



Shape

Make sort and describe three-dimensional

Chance