



# Learning at Coorparoo in Year 4 (3/4 class) looks like...

Term 2 2024



## ENGLISH

### Imaginative Stories

Students actively engage in a literary exploration of a variety of imaginative stories, employing active listening, reading, and viewing techniques to comprehend and analyse texts. Students delve into the text structure, examining language choices, including the use of topic-specific vocabulary and visual elements designed to captivate and connect with audiences. They utilize this understanding to plan, edit and publish their imaginative compositions.

### Assessment:

#### Reading

Students read an informative text and provide responses to questions.

#### Writing

Students create a new chapter for 'The BFG' book to engage an audience of peers.

## HUMANITIES AND SOCIAL SCIENCES (HASS)

### Sustainable Use of Places

Inquiry question: How can people use environments more sustainably?

Students:

- pose questions to guide an investigation
- locate and collect information and data from different sources, including observations, to answer questions
- describe and compare the diverse characteristics of different places
- identify interconnections between components of the environment and between people and the environment
- identify structures that support waste management in their local community
- identify different views on how to respond to an issue or challenge
- reflect on their learning to propose action in response to an issue or challenge, and identify the possible effects of their proposed action

Assessment: Written Response

## PHYSICAL EDUCATION

### Athletics

Students perform fundamental motor skills and specific techniques through application of athletic events; long jump, high jump, shot put and sprints.

### Assessment:

Observation and Checklist

## SCIENCE

### Fast Forces

Students use games to investigate and demonstrate the direction of forces and the effect of contact and non-contact forces on objects. They use their knowledge of forces to make predictions about games. Students' complete games safely and collect data; findings are communicated. They identify how scientific knowledge of forces helps people understand the effects of their actions.

Assessment: Short Answer Test

## HEALTH Semester 1

### Personal and social awareness Protective behaviours

Students:

- Identify and examine gender expectations
- Investigate rights, respect, fairness and equality in the context of gender stereotypes
- Explore and practise help-seeking and reporting strategies
- Understand the ethical implications for bystanders

Assessment: Written response

## TECHNOLOGY DESIGN Semester 1

### Arcade Game

Students navigate the design process, investigating purposeful materials and familiarising themselves with forces and motion to create their entry for the Wolff Park Arcade Centre.

### Assessment:

Students work individually or in a group to create a prototype of a workable pinball machine or game. They collect client feedback and evaluate their prototype.

## THE ARTS

### Music

Students develop aural skills by exploring, imitating and recognising elements of music including dynamics, pitch and rhythm patterns

Assessment: Observation and Checklist

## MATHEMATICS

### Number and Place Value

- numbers to 99 999
- rounding to 10, 100, 1000
- number sequences involving multiples 3,4,6,7,8 and 9
- subtraction and addition of 5 digit numbers
- multiplication problems
- multiplication and division of 10, 100, 1000
- multiplication facts up to 12x12 and related division facts
- odd and even properties

### Fractions and Decimals

- converting mixed numbers to decimals
- tenths and hundredths
- compare decimals and fractions, locate and identify on a number line
- revise fractions of a group, improper/mixed number

### Patterns and Algebra

- equivalent number sentences to find unknown quantities

### Money and Financial Mathematics

- money transactions including totals and giving change to 5c

### Location and Transformation

- create symmetrical patterns, pictures and shapes
- use simple legends and scales to interpret basic maps
- convert distances

### Shape

- 2D shapes that result from combining and splitting common shapes

### Geometric Reasoning

- acute/obtuse/right angles/reflex and revolution angles

### Data and Representation

- construct and interpret a range of graphs

### Using Units of Measurement

- measure and compare masses using kg and g.
- measurement conversions
- AM and PM notation
- time problems

### Problem Solving and Reasoning

- use a table, logical reasoning, a number line, multi-step problems
- What is the best way to arrange our classroom? (investigation)

Assessment: Written Tests and Investigation