



Learning at Coorparoo in Year 4 looks like...

Term 2 2024



ENGLISH

Folk Tales

Students explore the unique qualities of the folk tale genre, understanding its purpose as narratives passed orally from one person to another. They engage with examples of this genre through reading, listening and writing to enhance their grasp of its structural features. Through this exploration, students broaden their understanding of global cultures and traditions and demonstrate their comprehension by responding to questions. They also acquire topic specific vocabulary and appreciate folk tales for their entertainment value. Additionally, they learn to craft the elements of a folk tale and understand the historical reasons that contribute to their enduring popularity.

Assessment:

Reading

Students read an informative text and provide responses to questions.

Writing

Students create an engaging and entertaining folktale with a morale.

PHYSICAL EDUCATION

Athletics

Students perform fundamental motor skills and specific techniques through application of athletic events:

- long jump
- high jump
- shot put
- sprints

Assessment: Observation and Checklist

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

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

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

SCIENCE

Ready Set Grow!

Students explore and compare life cycles of plants and animals, including insects. They participate in a series of collaborative inquiry-based activities, to examine relationships between insects and plants and their dependence on the environment. Students complete investigations to identify the impact of environmental factors on living things within their habitat. They plan, record and organise observations, suggest explanations and compare their findings with their predictions.

Assessment: Short Answer Test and 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