

# Learning at Coorparoo in Year 4 looks like...

Term 2 2025



#### **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:** Students create an engaging and entertaining written folktale with a morale.

## **HUMANITIES AND SOCIAL SCIENCES (HASS)**

#### **British Settlement in Australia**

Inquiry question:

What were the effects of British Settlement? Students:

- Make connections between world history events between the 1400s and the 1800s, and the history of Australia, including the reasons for the colonisation of Australia by the British
- Investigate the experiences of British explorers, convicts, settlers and Australia's first peoples, and the impact colonisation had on the lives of different groups of people
- Analyse the experiences of contact between Australia's first peoples and others and the effects these interactions had on people and the environment

Assessment: Short Answer Test

### **SCIENCE**

#### **Material World**

Students investigate physical properties of materials and consider how these properties influence the selection of materials for particular purposes. Through investigations, students explore how to test the properties of materials including decomposition, absorbency, tensile strength and thermal insulation capacity.

#### Assessment:

Short Answer Test

# 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.

# 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

# 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

# HEALTH Semester 1 Healthy Habits and

**Protective Behaviours** 

- Students examine and interpret online information about health, cyber safety, cyberbullying and online protocols. They discuss influences on safe online choices.
- Students describe the connections and benefits they have within an online community and identify resources available to support their online safety.

Assessment: Written Task

#### 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

#### **Using Units of Measurement**

- measurement conversions
- AM and PM notation
- time problems

#### **Problem Solving and Reasoning**

 use a table, logical reasoning, a number line, multistep problems

#### Assessment:

- Number and Fractions
- Measurement Time