



# Learning at Coorparoo in Year 6 looks like...

Term 2, 2024



## ENGLISH

### Persuasive

Students engage in a comprehensive analysis of advertisements and media articles related to the tourism sector through listening, reading, viewing and writing. They examine the language and structural elements used in advertisements to entice guests to explore a variety of destinations. Additionally, students critically evaluate the language features employed in articles that advocate against tourism in protected areas.

### Assessment:

#### Writing

Students write a persuasive text focussing on for or against arguments.

#### Speaking

Students construct a multimodal advertisement to convince guests to visit a location. They explain language features used to persuade the viewer.

## SCIENCE

### Making Changes

Students investigate changes that can be made to materials and how these changes are classified as reversible or irreversible. They plan investigation methods using fair testing to answer questions. Students identify and assess risks, make observations, accurately record data and develop explanations. They suggest improvements, which can be made to their methods to improve investigations. Students explore the effects of reversible and irreversible changes in everyday materials and how this scientific understanding is used to solve problems that directly affect people's lives.

**Assessment:** Experimental Investigation and Written Response

## LANGUAGES -GERMAN Semester 1

### What is family?

Students explore and use language to communicate ideas relating to the concept of family and group identity.

**Assessment:** Collection of work

## HUMANITIES AND SOCIAL SCIENCES (HASS)

### Australians as Citizens

Inquiry questions:

- What does it mean to be an Australian citizen?
- How have experiences of democracy and citizenship differed between groups over time and place?

**Assessment:** Written Response

## THE ARTS

### Drama (Semester 1)

#### Puppet Show

Students collaboratively create a puppet show script to develop skills and techniques of voice and movement to create character, mood, atmosphere and dramatic action.

### Assessment:

Students work collaboratively to use the elements of drama to shape character, voice and movement in a scripted drama performance for an audience.

### Music

Students rehearse and perform music including music they have composed by improvising, sourcing and arranging ideas and making decisions to engage an audience. This shall include body percussion and computer generated music.

**Assessment:** Collection of work including composition, performance and a 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

## TECHNOLOGY - DESIGN

### Semester 1

#### Bedroom Design

Students plan, design and produce a scaled drawing of a bedroom to meet specific guidelines and a variety of functions.

### Assessment:

Students evaluate and reflect on their process, and design. They summarise and present findings as a formal spoken task to an audience.

## MATHS

### Number and place value

- Select and apply mental and written strategies and digital technologies to solve problems involving multiplication and division with whole numbers
- Identify, describe and continue square and triangular numbers

### Fractions and decimals

- Apply mental and written strategies to add and subtract decimals
- Solve multi step problems involving decimals
- Multiplying whole numbers and decimals by 10, 100 and 1 000
- Multiply decimals by one-digit whole numbers
- Locate, order, compare and locate on number line fractions with related denominators

### Patterns and algebra

- Continue and create sequences involving whole numbers and decimals
- Describe the rule used to create sequences
- Explore the use of order of operations

### Using units of measurement

- Make connections between volume and capacity

### Shape

- Problem solve and reason to create nets and construct models of simple prisms and pyramids

### Geometric reasoning

- Make generalisations about angles

### Assessment:

CSS assessments including measurement, geometry, statistics and number.