



CURRICULUM OVERVIEW

ENGLISH: Students will continue to read and analyse humorous poems. They evaluate the effectiveness of humorous poems and identify structural and language features. Students will read and view advertisements. They will identify and interpret persuasive language features and visual elements of advertisements and packaging.

MATHEMATICS: Students will be working with five-digit numbers. They will partition and order numbers, solve addition, subtraction, multiplication and division problems and identify the properties of odd and even numbers. Students will also explore shapes, money and financial mathematics, mapping and right angles.

SCIENCE: Students will investigate life cycles and sequence key stages in the life cycles of plants and animals. They will examine relationships between living things and their dependence on each other and on the environment.

HASS: Students will continue their learning about sustainability. They will learn how people can use environments more sustainably.

MEDIA: Students will explore the genre conventions of magazine covers. They will experiment with design and media technologies to create their own electronic magazine cover that appeals to a target audience

SPECIALISTS

LANGUAGES: Hiragana recognition and writing skills. Students will learn to describe what people look like using vocabulary for body parts and simple adjectives

MUSIC: Instrument - recorder. Notes B A G C D' E D; Reading and writing notes on the treble staff + sharps and flats; *Compound time*



; Expressive elements -legato and staccato; Form. Responding to music.

DANCE: Students will structure movements into dance sequences and use the elements of dance and choreographic devices to represent a story or mood. They will collaborate to make dances and perform with control, accuracy, projection and focus.

STEAM ; Digital - Sustainable Tree House- Minecraft Education

Students will research sustainable building design.

- Design a sustainable treehouse, understanding and meeting the design brief

They will recognise the role of people in design and technologies occupations and explore factors, including sustainability that impact on the design of products, services and environments to meet community needs - Investigate the suitability of materials, systems, components, tools and equipment for a range of purposes.

- Create a digital 3D environmentally friendly treehouse using Minecraft Education

HEALTH AND PHYSICAL EDUCATION: Students will identify and explain the health-related fitness components used in various physical activities. They will also participate in a range of athletic events. **In Health**, students will continue to investigate how physical activity creates opportunities for different groups to work together and contribute to individual and community wellbeing.

CLASSROOM/ SCHOOL COMMUNITY UPDATES

WHOLE SCHOOL ASSEMBLY: WEEKS 1, 6, 9

JUNIOR SCHOOL ASSEMBLY: WEEKS 5, 8

SENIOR ASSEMBLY : 4, 7, 10

P&C MEETING: Wk 1 - 19/04, Wk 5 - 17/05, Wk 10 - 21/06 @1:30pm

EVENTS/EXCURSIONS/INCURSIONS

Wk 2 - ANZAC Day holiday Mon 26/03
Cross Country Tues 27/03

Wk 3 - Labour Day holiday Mon 3/05
District Cross Country Wed 21/04
Mother's Day stall Wed-Fri

Wk 6 - Book Fair Mon - Fri
School photos - Wed/Fri

Wk 7 - P&C Colour Run Thurs 3/06

Wk 8 - SRC Fundraiser "Wear your team colours" Wed 9/06
GPAC Finals Thurs 10/06

Wk 10 - NAIDOC Assembly Secret Garden 9:15 Thurs 24/06

POSITIVE BEHAVIOUR/SCHOOL RULES

	Week	Rule	Focus
T E R M 2	1-3	Be a learner	Be confident and Have a go Be on time (before school; after lunch etc) Follow expectations during school activities (excursions, camp, sport etc)
	4-6	Be Safe	Have good Hygiene Keep your hands & feet to yourself Be Cyber – safe at school and home
	7-9	Be Respectful	Caring for property (school, self, others). Care for your classroom and other learning spaces. Use electronic devices for an appropriate purpose Use toilets appropriately and care for other people's privacy in the toilets.
	10	Be Respectful	Listen to other peoples thoughts and ideas



**Earn a Bee Sting
for Positive Behaviour**



**Towards the Class Beehive
Rewards and Certificates**



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