



R



TERM

3 2024

CURRICULUM OVERVIEW

ENGLISH: In Term Three, students will be analysing different types of poetry. They will convey their opinion on a variety of poems by identifying poetic devices and interpreting the message.

MATHEMATICS: The following mathematical strands will be covered this term: * Number and Place Value: multiplication of two-digit numbers, division with and without remainders

* Fractions and Decimals: links between fractions and decimals, compare and order decimals

* Money and Financial Mathematics: create simple financial plans * Patterns and Algebra: create number patterns using fractions

* Using Units of Measurement: measuring using length, area, capacity and mass

SCIENCE: Enlighten Me! - Students will investigate the properties of light and the formation of shadows. They will investigate reflection angles, refraction and absorption of light. They will explore the role of light in everyday objects and devices and consider how improved technology has changed devices and affected peoples' lives. Students will construct a light maze and investigate its effectiveness.

HASS: Students will learn about the development of secondary colonies in Australia and how the lives of the people in these colonies changed or stayed the same due to the Gold Rush.

VISUAL ARTS: To explore artists' use of animal representations and relationship to the environment as inspiration for a sculptural artwork.

SPECIALISTS

MUSIC: "Around the World with Music"

Year 5 students will compose, perform and respond to music exploring the music making of other cultures. They will develop technical and expressive skills when singing and playing instruments.

LANGUAGES: Students will explore the language used in the Very Hungry Caterpillar story, learning to sequence events with days of the week. Student's will also focus on the kanji used for days of the week and their alternate meanings.

TECHNOLOGIES - Digital

Students will investigate the main components of common digital systems and how they connect together. They will use a micro bit, a small programmable microcontroller as a tool to use problem-solving processes to design and create a digital solution that uses a visual programming language. With teacher's guidance, students will explore the importance of demonstrating respectful behaviour when communicating in online environments. They will learn cyber safety and computer security and how to safely share ideas online.

HEALTH AND PHYSICAL EDUCATION: In PE, students identify and explain the health-related fitness components used in basketball. They explain the significance of physical activity to their everyday health and wellbeing.

In Health, students explore the concepts of health and wellbeing and the importance

of healthy habits as a preventative measure. They identify good habits and how they contribute to overall health and wellbeing.

CLASSROOM/ SCHOOL COMMUNITY UPDATES

ASSEMBLY: Weeks 3, 6, 9

P&C MEETING: Wk 2 Mon 15/07 @ 6:30pm, Wk 7 Mon 19/08 @ 9:30am

EVENTS/EXCURSIONS/INCURSIONS

09/07 - NAIDOC Day Activities Wk 1 -

Wk 2 - 15/07, 16/07 - Senior Athletics Carnival Year 4-6

Wk 3 - 22/07 - 29/07 - Life Ed 'Talk About It' Years 5/6 26/07 - National Tree Day SRC

09/08 - AST Breakfast 8am Tuckshop

Wk 6 -Science Week

12/08 - SRC Animal Welfare League Charity Drive

13/08 - 14/08 - 3 Way Conferencing

16/08 - Bullying NO WAY! Day

Wk 7 - 20/08 - Eisteddfod Choir 3:30pm

23/08 - Book Character Parade P-6 9:15

Wk 8 -27/08 - 28/08 Father's Day Stall

29/08 - SRC Animal Welfare League Charity Drive concludes

30/08 - Gold Coast Show Holiday

Wk 9 - 04/09 - Gilston SS Arts Showcase

Wk 10 - 09/09 - 11/09 - Footsteps Dance P-6

12/09 - National R U OK? Day

POSITIVE BEHAVIOUR/SCHOOL RULES			
	WEEK	RULE	FOCUS
TERM 3	1-2	Be a Learner	Wear your uniform with pride
		Be Respectful	
	3-4	Be Safe	Walk on concrete
=	5-6	Be Safe	Play by the Rules
	7-8	Be Respectful	Use the High 5
	9-10	Be Safe	Keep hands and feet to self



Earn a Bee Sting for Positive Behaviour



Towards the Class Beehive Rewards and Certificates

