

Year 5, Term 4, Curriculum Overview for Parents

Below is a summary of the learning that is expected to be taught this term. Coverage of all learning will be monitored and adjusted by teachers to reflect the 2024 cohort of student in this year level.

English		Mathematics														
<p>Reading strategies</p> <p>Identifying the Author's Purpose</p> <p>Interpreting Figurative Language</p> <p>Summarising</p> <p>Distinguishing Between Real and Make-believe.</p> <p>LitPro Home Reading:</p> <p>Daily Reading Program.</p>	<p>Writing</p> <p>At Hocking Primary School, we use Talk4Writing across the school.</p> <p>Poetry</p> <p>Performance Poetry</p> <p>Narrative – Fables</p> <p>Retell a familiar story from a different character perspective.</p> <p>Descriptive language focus.</p> <p>Complication and resolution.</p> <p>Persuasive- Application for a Leadership role.</p> <p>Persuasive structure.</p> <p>Persuasive devices.</p>	<p>Spelling – Sounds Write</p> <p>Polysyllabic Words</p> <p>dis-(meaning: not/opposite of and sometimes apart)</p> <p>dys-(meaning: bad/ill, abnormal, difficult)</p> <p>ex-(meaning: out of/forth/away from)</p> <p>extra-(meaning: outside/beyond the scope of/in addition to what is expected)</p> <p>fore-(meaning: at or near the front/preceding, before)</p> <p>il-(meaning: not)</p> <p>im-(meaning: not)</p> <p>in-(meaning: not/opposite/without)</p> <p>ir-(meaning: not)</p> <p>Handwriting</p> <p>Fortnightly handwriting letter focus on letter formation and joins.</p> <p>Content linked to Year 5 HASS Topics.</p> <p>Grammar and punctuation.</p> <p>Simple, compound, and complex sentences</p> <p>Paragraphs</p> <p>Capital letters</p> <p>Full stops</p> <p>Commas</p> <p>Speech/quotation marks</p>	<p>Number and Algebra</p> <p>Understand Whole Numbers:</p> <ul style="list-style-type: none"> * Read, write, say and describe large whole numbers. <p>Whole Number Place Value:</p> <ul style="list-style-type: none"> * Recognise place value of digits up to and beyond a million. <p>Rounding whole numbers:</p> <ul style="list-style-type: none"> * Round whole numbers to tens, hundreds, thousands. * Check reasonableness of results. <p>Add and subtract number problems:</p> <ul style="list-style-type: none"> * Solve problems using addition and/or subtraction. <p>Whole number multiplying:</p> <ul style="list-style-type: none"> * Multiply whole numbers accurately and efficiently. <p>Whole number dividing:</p> <ul style="list-style-type: none"> * Divide whole numbers by a single digit accurately and efficiently. <p>Multiply and divide problems:</p> <ul style="list-style-type: none"> * Use multiplication and division to solve problems. <p>Special sets of numbers:</p> <ul style="list-style-type: none"> * Identify and describe properties of prime and composite numbers. * Identify and describe factors and multiples of whole numbers and use them to solve problems. <p>Other Number Systems:</p> <ul style="list-style-type: none"> * Recognise that numbers have been represented in different ways over time. <p>Decimal number place value:</p> <ul style="list-style-type: none"> * Identify place value of decimal numbers (to thousandths) <p>Order decimal numbers:</p> <ul style="list-style-type: none"> * Compare and order decimals <p>Rounding decimal numbers:</p> <ul style="list-style-type: none"> * Round decimal numbers (to thousandths) <p>Decimal number add and subtract:</p> <ul style="list-style-type: none"> * Add and subtract decimals to thousandths. <p>Decimal number multiplying:</p> <ul style="list-style-type: none"> * Multiply decimal numbers accurately and efficiently. <p>Decimal number dividing:</p> <ul style="list-style-type: none"> * Divide decimal numbers accurately and efficiently. <p>Decimal number multiply and divide:</p> <ul style="list-style-type: none"> * Use multiplication and division of decimals with accuracy and efficiency to solve problems. <p>Mental Computation Strategies</p> <p>Mental Multiplication and Division.</p>	<p>Measurement and Geometry</p> <p>Transformation:</p> <ul style="list-style-type: none"> * Investigate and recognise translations, reflections and rotations. * Identify line symmetry. <p>Location:</p> <ul style="list-style-type: none"> * Use grid references to locate position. * Create and describe maps and routes. <p>Length:</p> <ul style="list-style-type: none"> * Choose and use units of measurement for length. <p>Perimeter:</p> <ul style="list-style-type: none"> * Find the perimeter of a variety of rectangles. * Establish the formula for calculating the perimeter of rectangles. <p>Area:</p> <ul style="list-style-type: none"> * Establish the formulas for the area of rectangles. * Calculate the area of composite shapes. <p>Volume and capacity:</p> <ul style="list-style-type: none"> * Investigate the relationship between volume and capacity. * Convert metric units. * Calculate volume of prisms in cubes. * Use scales to measure capacity. <p>Angles:</p> <ul style="list-style-type: none"> * Investigate, estimate and measure angles. <p>Understand fractions:</p> <ul style="list-style-type: none"> * Read, write, say and compare fractions. <p>3D shape:</p> <ul style="list-style-type: none"> * Identify features of 3D shapes. * Construct 3D shapes. * Identify and draw nets and diagrams of 3D shapes. <p>Statistics and Probability</p> <p>Probability:</p> <ul style="list-style-type: none"> * Recognise and list outcomes of chance events * Recognise that probabilities range from 0 to 1 <p>Understand graphs:</p> <ul style="list-style-type: none"> * Create different kinds of data displays in graphical form. <p>Vocabulary</p> <table> <tr> <td>Algorithm</td> <td>Estimate</td> </tr> <tr> <td>Reasonableness</td> <td>Cost</td> </tr> <tr> <td>Balance</td> <td>24/12 Hour clock</td> </tr> <tr> <td>Greater than/less than</td> <td>Net</td> </tr> <tr> <td>Budget</td> <td>Line Symmetry</td> </tr> <tr> <td>Dimensions</td> <td>Shape properties</td> </tr> </table>	Algorithm	Estimate	Reasonableness	Cost	Balance	24/12 Hour clock	Greater than/less than	Net	Budget	Line Symmetry	Dimensions	Shape properties
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HASS	Health and Physical Education		Science	Technologies		The Arts	
Economics Goods Services Needs Wants Needs or wants may differ between people. Natural, human and capital resources. Workplaces. Supply chains.	Health	Physical	Unit: Earth's Place in the Solar System STRAND- Earth and Space Science <i>Earth and Space Science addresses AC Science Understanding ACSSU078: The Earth is part of a system of planets orbiting around a star (the sun).</i> Unit Overview In this Science and Technology unit, students will consider Earth as a component within a solar system and use models for investigating systems at astronomical scales. They will understand that Earth is part of a system of planets and other celestial bodies, orbiting around a star. Students will research Aboriginal and Torres Strait Islander Peoples' understanding of the night sky and how scientists were able to develop ideas about the solar system through the gathering of evidence through space exploration. They will also recognise how technologies developed to aid space exploration have changed the way people live, work and communicate. Working independently and collaboratively, students will plan and apply the elements of scientific investigations to answer questions and solve problems using appropriate equipment. Elements of digital technology, human endeavour and design and production skills are incorporated into the lessons.	Indonesian	Digital & Design	Music	Visual
	Introducing Mindset – The Dot by Peter. H Reynolds Fixed Vs Growth Mindset – What do they mean? How does our Brain work? Fixed Vs Growth Mindset - Exploring Scenarios	Handball Movement skills and tactics to achieve an outcome: <ul style="list-style-type: none"> gaining possession passing shooting Dodgeball Movement skills that combine the elements of effort, space, time, objects, strategy and people Locomotor skills: <ul style="list-style-type: none"> catch run jump dodge Movement skills and tactics to achieve an outcome: <ul style="list-style-type: none"> creating scoring opportunities problem solving to achieve an outcome		Indonesian Olahraga asyik! (Sport is cool!) Kegiatan Waktu Luang (Spare time activities)	Google Drive applications Word Processing. PowerPoint. Code.org (coding and debugging code) Creating a game using instructional language. Design a game that incorporates instructional/directional language. Physical representation of the language of code.	Performance Performance skills (working together as a group to sing in tune, keep in time, and maintain their own parts) Responding Responses that identify and describe how the elements of music work together to convey meaning and purpose, using music terminology Ideas Recording of ideas with symbols and/or standard notation and terminolog	Presentation and reflection of ideas, feelings and opinions in artwork, including consideration of audience and feedback Presentation and display of artwork to enhance visual appeal/aesthetics