

# Year 6, 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><b>Reading/Viewing</b></p> <ul style="list-style-type: none"> <li>Application/Review of all STARS Reading Strategies</li> <li>Reading for Information – Persuasive Writing Topics</li> <li>Reader’s Theatre</li> <li>Lexile/Literacy Pro</li> </ul> <p><b>Novel Study</b> Morris Gleitzman – After</p>	<p><b>Spelling</b></p> <p>Sounds Write Revision of Units covered throughout the year.</p> <p>Topic/Novel specific vocabulary</p> <p><b>Phonetic individualised program</b></p> <p>One sound – different spelling (Reading and Writing)</p> <p>Seek the Sound</p> <p>Word Puzzles</p> <p>Dictation</p> <p><b>Grammar and Punctuation</b></p> <p>Emotive language Sentence types: simple, compound, complex Homophones Contractions Apostrophes</p>	<p><b>Writing.</b></p> <p>At Hocking Primary School, we use the Talk 4 Writing program.</p> <p>Plan, draft and publish:</p> <ul style="list-style-type: none"> <li>an imaginative text</li> <li>a formal letter</li> <li>text structure</li> <li>paragraphing</li> <li>tier 3 vocabulary</li> </ul> <p>Re-read and edit their own and others’ work using agreed criteria and explaining editing choices</p> <p><b>Poetry</b></p> <ul style="list-style-type: none"> <li>Similes</li> <li>Personification</li> <li>Metaphors</li> <li>Imagery</li> </ul>	<p><b>Number and Algebra</b></p> <ul style="list-style-type: none"> <li>Fractions of a quantity</li> <li>Solve problems involving addition and subtraction of fractions with the same or related denominators</li> <li>Compare fractions with related denominators and find their simplified form</li> </ul> <p><b>Chance &amp; Data</b></p> <ul style="list-style-type: none"> <li>Describe probabilities using fractions, decimals and percentages</li> <li>Conduct chance experiments with both small and large numbers of trials</li> <li>Compare observed frequencies across experiments with expected frequencies</li> </ul> <ul style="list-style-type: none"> <li>Interpret and compare a range of data displays, including side-by-side column graphs for two categorical variables</li> </ul>	<p><b>Measurement and Geometry</b></p> <p>Location and transformation</p> <ul style="list-style-type: none"> <li>Investigate combinations of translations, reflections and rotations, with and without the use of digital technologies</li> </ul> <p><b>Problem Solving Strategies</b></p> <p>Word Problems</p> <p><b>Mental Computation Strategies</b></p> <p>Estimation</p> <p>Hocking Primary Mental Maths Program</p>			
HASS (Geography)	Health and Physical Education		Science	Technologies		The Arts	
<p>A diverse and connected world</p> <ul style="list-style-type: none"> <li>The location of the major countries in <b>ASIA</b> and geographical diversity within the region</li> <li>Differences in economic characteristics of a selection of countries across the world</li> <li>The world’s cultural diversity, including that of its indigenous peoples</li> <li>Australia’s connections with countries (e.g. trade, migration, tourism, aid, education, defence, sport) and how these connections change people and places in different ways</li> </ul>	Health	Physical	<p><b>Unit: Sudden and Extreme Changes to the Earth’s Surface</b></p> <p><b>STRAND- Earth and Space Science</b></p> <p><i>Earth and Space Science addresses AC Science Understanding ACSSU096: Sudden geological changes and extreme weather events can affect Earth’s surface.</i></p> <p><b>Unit Overview</b></p> <p>In this science and technology unit, students will investigate major geological and extreme weather events such as earthquakes, volcanic eruptions, tsunamis, drought and cyclones.</p> <p>Through questioning, gathering evidence and developing explanations, they will understand how rapid or extreme natural events can affect the Earth’s surface and environment.</p> <p>Students will research and investigate scientific and technological developments in measuring, predicting and minimising the effects of natural disasters and will plan and produce a STEM design.</p>	Indonesian	Design	Music	Visual
	<p><b>HEALTHY EATING</b></p> <p>Being healthy, safe and active Strategies that promote a safe, healthy lifestyle:</p> <ul style="list-style-type: none"> <li>classify food into 5 food groups</li> <li>identify a well- balanced diet</li> <li>interpreting food labelling</li> <li>use Live Lighter nutritional information to assess everyday snack items</li> <li>investigate terms such as carbohydrate, protein and saturated fat</li> <li>design meals to improve nutritional value</li> </ul>	<p><b>Handball</b></p> <p>Movement skills and tactics to achieve an outcome:</p> <ul style="list-style-type: none"> <li>gaining possession</li> <li>passing</li> <li>shooting</li> </ul> <p><b>Dodgeball</b></p> <p>Movement skills that combine the elements of effort, space, time, objects, strategy and people</p> <p>Locomotor skills:</p> <ul style="list-style-type: none"> <li>catch</li> <li>jump</li> <li>dodge</li> </ul> <p>Movement skills and tactics to achieve an outcome:</p> <ul style="list-style-type: none"> <li>creating scoring opportunities</li> </ul> <p>problem solving to achieve an outcome</p>		<p>Revise first conversations (eg Hello, My name is...)</p> <p>Description words, eg:</p> <ul style="list-style-type: none"> <li>eye colour</li> <li>hair colour</li> <li>hair type</li> </ul> <p>Application of vocabulary to sentence construction.</p> <p>Games:</p> <ul style="list-style-type: none"> <li>Match picture with text</li> <li>Guess Who? (game) Indonesian version</li> </ul>	<p>Food Specialisations</p> <ul style="list-style-type: none"> <li>Principles of food preparation for healthy eating</li> <li>Food Warnings</li> </ul>	<p>Performance</p> <p>Performance skills engaged (when working collaboratively as a group to sing in tune, keep in time, and maintain their own parts)</p> <p>Responding</p> <p>Responses that identify and explain how the use and combination of the elements of music define a particular style or context, using relevant music terminology</p> <p>Ideas</p> <p>Communication of music ideas using symbols and/or standard notation, terminology and available technology</p>	<p>Presentation and reflection of ideas, feelings, beliefs and viewpoints expressed in artwork, including consideration of audience and feedback</p> <p>Consideration of how to display artwork to enhance visual appeal/aesthetics and meaning</p>

