



# Year 5 Term 4 2024 Curriculum Snapshot

**TERM 4 SPECIAL EVENTS FOR YEAR 5**  
Book Fair in library 1 -6 Nov  
P-6 Swimming carnival - 6 Dec



**Science**  
**Matter matters**  
**Students will** pose questions, make predictions and plan investigation methods into the observable properties and behaviours of solids, liquids and gases. They will represent data and observations in tables and graphs and identify patterns and relationships in data. They will compare patterns with their predictions when suggesting explanations.  
**They will demonstrate their understanding by:**

- posing questions, make predictions and plan investigation methods
- representing data and observations in tables and graphs.
- identifying and comparing patterns and relationships in data.

**English**  
**In this unit students will** read and interpret a fantasy novel (The Calling) and explore how the characters develop in relation to the plot and setting. They will unpack the narrative language features and literacy devices and discuss how these contribute to the effect and meaning of an imaginative text.  
  
Students will write a fantasy narrative demonstrating a range of sentence types, accurate grammar, dialogue and appropriate vocabulary.  
  
**They will demonstrate their understanding by** writing a fantasy narrative and will read and comprehend a chapter of the novel.

**Mathematics Term 4**  
**Students will know and understand concepts in the following areas:**

**Number and place value**

- Calculating addition, subtraction
- Investigating factors and multiples
- Applying mental and written strategies for multiplication and division including estimation + rounding to check reasonableness
- apply mental & written strategies to solve +, -, x, div p/s

**Money and financial planning**

- calculate with money, identify the GST component of invoices and receipts,
- create simple budgets, investigate savings & spending plans -make financial decisions.

**Measurement & Geometric reasoning**

- Reading and representing 24hr time
- chooses appropriate units for length, area, capacity and mass,
- measures length, area, capacity & mass.
- solving measurement problems.
- Estimating, measuring and constructing angles

**Statistics and Probability**

- Quantifying the language of chance
- Probability

**They will demonstrate their understanding of the mathematical concepts by:**

- Solving problems involving money and measurement.
- Calculating time and identifying factors and multiples.
- investigating chance and data.

**History and Social Studies**  
**HASS - History and Social Studies**  
**Democracy, voting and laws in Australia**  
Students will explore representative democracy and voting processes in Australia. They will investigate the development of law and democracy in Australia, particularly the Eureka Stockade and Peter Lalor. They will look at natural disasters and devise how you could prepare and manage a disaster.  
  
**Students will demonstrate their understanding by** answering questions about democracy, voting and laws.

**Health – Emotional Interactions**  
**Students will** recognise that emotions and behaviours influence how people interact. They understand that relationships are established and maintained by applying skills.  
**They will demonstrate their understanding by** recognising the influence of emotions on behaviours and discuss factors that influence how people interact. They will describe their own and others' contributions to health, safety and wellbeing and demonstrate skills to work collaboratively.

**Physical Education – movement**  
**Unite**  
**Students will** work collaboratively and apply concepts of fair play while participating in various movement challenge activities.  
**To demonstrate their understanding the students will** work together in a team to brainstorm and nominate ideas to solve the challenge and then test different ideas to solve the challenge.

**Japanese How do we play?**  
**Student will** participate in a group game using a traditional Japanese toy, the kendama. They will use expressions used in games to encourage, praise and comment on each other's performances. **They will demonstrate their understanding by** speaking and reflecting around the games.

**Y5 The Arts – Dance**  
**Responding to dances**  
Students will explore the elements of dance to structure dances that express ideas. They will look at how dances use technical and expressive skills in fundamental movements including body control, accuracy, alignment, strength, balance and coordination.  
**Assessment:** responding part – Students will communicate meaning in dances they make and view.

**Digital Technology – Maze game**  
**Students will** investigate the functions and interactions of digital components and data transmission in simple networks. Students will apply a range of skills and processes when coding using the Scratch program.  
**To demonstrate their knowledge they will** follow, modify and design algorithms to create a maze game that includes branching and repetition. They will use the program Scratch.

