



Curriculum Overviews are an important way for our community to **BELONG, TRUST AND FLOURISH.**

- A sense of **BELONG**ing comes from the community understanding what happens in our school.
- At Bellbird Park SS, you can **TRUST** that we implement the Australian Curriculum using appropriate pedagogy for cohorts and individuals.
- Here is a summary of the teaching, learning and assessment that will help your child to **FLOURISH** in **YEAR 4, TERM 3.**

LEARNING AREA	UNIT OVERVIEW	ASSESSMENT
ENGLISH	<p>Building an argument</p> <p>In this unit students will engage with a variety of texts that provide a stimulus for building an argument, such as picture books, short novels, films and non-fiction texts, and persuasive texts, as models for creating their own work.</p> <p>Students will read, view and comprehend texts that extend them as independent readers. They will explore text structure and organisation, including language features and text connectives for cohesion, and sequencing and connecting ideas. Students identify the subjective language of opinion and feeling, and the objective language of factual reporting.</p> <p>Students will engage in shared and independent writing and/or learning experiences to explore persuasive features of an argument and create texts to present arguments to an audience using features of voice</p>	<p>Present an argument</p> <p>Students will create a spoken argument to share and extend ideas, opinions and information about a topic.</p>
MATHEMATICS	<p>Number</p> <ul style="list-style-type: none"> • draw on proficiency with number facts, fractions and decimals to deepen an appreciation of how numbers work • choose and use efficient strategies when modelling financial and practical problems, communicating solutions within the context of the situation <p>Space</p> <ul style="list-style-type: none"> • represent and approximate shapes and objects in the environment <p>Measurement</p> <ul style="list-style-type: none"> • measure and estimate common attributes of objects using conventional instruments and appropriate metric units 	<p>Representing tenths and hundredths as decimals and using mathematical modelling to solve a problem - To represent fractions, recognise equivalent fractions and make connections between decimals and fractions. To multiply natural numbers by multiples of 10. To use mathematical modelling to formulate and solve a practical problem.</p> <p>Measuring length, mass, capacity, temperature, perimeter and area - To use scaled instruments and appropriate units to measure length, mass, capacity and temperature. To measure and approximate perimeters and areas.</p>
SCIENCE	<p>Fast Forces!</p> <p>Students understand how a push or pull affects how an object moves or changes shape. They understand that science involves asking questions about and describing changes in the way an object moves or can be moved and how this knowledge is used in their daily lives. They pose</p>	<p>Investigating contact and non-contact forces</p> <p>Students conduct an investigation about how contact and noncontact forces are exerted on an object. Students design and investigate their own forces game, make a prediction, collect data and</p>

	<p>questions and make predictions about changes that can affect how an object moves, and investigate and explain how pushes and pulls cause movement in objects, comparing their observations with predictions. They use informal measurements to make and compare observations about movement and sort information about the way toys move. They then apply this science knowledge in explaining how pushes and pulls can be used to change the movement of a toy or object they create.</p>	<p>identify patterns. Students identify when science is used to understand the effect of their actions.</p>
HASS	<p>Connections to places In this unit students will investigate features of places and compare human and environmental characteristics of places. They will explore why some places are special to people, the interconnectedness of people, places and the environment, and the importance of using places sustainably and in ways that benefit the community.</p>	<p>Connections to places: to investigate and compare places and conduct a waste management inquiry.</p>
HPE	<p>PE - Bat, catch, howzat! In this unit, students apply strategies for working cooperatively and apply rules fairly. They refine striking and fielding skills and concepts in active play and games. They apply skills, concepts and strategies to solve movement challenges in striking and fielding games.</p> <p>Health – Feeling safe In this unit, students investigate how emotional responses vary and understand how to interact positively with others. They use decision-making and problem-solving skills to select and demonstrate strategies that help them stay safe. They explore risk-taking behaviours, their rights and responsibilities and explore bullying behaviours and strategies to reduce it and identify people who can help them make good decisions and stay safe.</p>	<p>PE - Bat, catch, howzat! Students apply strategies for working cooperatively and to apply rules fairly. Students refine striking and fielding skills and concepts in active play and games. Students apply skills, concepts and strategies to solve movement challenges in striking and fielding games. Technique: Practical</p> <p>Health - Feeling safe Students investigate how emotional responses vary and understand how to interact positively with others. They use decision-making and problem-solving skills to select and demonstrate strategies that help them stay safe. Technique: Assignment/Project</p>
DESIGN AND TECHNOLOGIES	<p>Pinball Paradise In this unit students will investigate how forces and the properties of materials affect the behaviour of a product or system, make a pinball machine, and design a games environment in which it can be used.</p>	<p>Pinball Paradise - to make a pinball machine and design a games environment for its use.</p>
THE ARTS – Visual Arts	<p>Tiny Worlds In this unit students explore through the manipulation of visual language to represent human connections to imagined environments inspired by real places.</p>	<p>Tiny Worlds - To explore human connections to real and imagined places as inspiration for constructing mixed-media artworks.</p>