



EAGLE JUNCTION STATE SCHOOL CURRICULUM OVERVIEW

YEAR 5

Term 3, 2024

English

Appreciating poetry

Students listen to, read and view a range of poetry, including anthems, odes and other lyric poems from different contexts. They will interpret and evaluate poems, analysing how text structures and language features have been constructed by the poet, for specific purposes and effects.

Spelling

This term, students will be studying homophones, final syllables, and other word endings, rules for hard and soft 'c' and 'g' and prefixes and suffixes.

Grammar and Punctuation

Students will learn how to expand descriptions by using nouns and adjectives. They will understand how to build groups and phrases to provided detailed descriptions in texts. Students will develop their knowledge of sentences by examining the use of complex sentences. They will use apostrophes to show possession.



The Arts - Dance

Symmetry and Dance

In this unit, students make and respond to dance by exploring symmetry as stimulus.



Mathematics

Money and financial mathematics - investigate income and expenditure, calculate costs, investigate savings and spending plans, develop and explain simple financial plans.

Location and transformation - explore mapping conventions, interpret simple maps, use alphanumeric grids to locate landmarks and plot points, describe symmetry, create symmetrical designs and enlarge shapes.

Number and place value - round and estimate to check an answer is reasonable, use written strategies to add and subtract, use an array to multiply one- and two-digit numbers, use divisibility rules to divide, solve problems involving computation and apply computation to money problems.

Number and place value — adds and subtracts using mental and written strategies including the right-to-left strategy, multiplies whole numbers and divides by a one-digit whole number with and without remainders.

Using units of measurement — chooses appropriate units for length, area, capacity and mass, measures length, area, capacity and mass, finds perimeter, problem solves and reasons when applying measurement to answer a question.

Fractions and decimals — makes connections between fractions and decimals, compares and orders decimals

Patterns and algebra — creates, continues and identifies the rule for patterns involving the addition and subtraction of fractions, use number sentences to find unknown quantities involving multiplication and division.



Health and Physical Education (Health)

Multicultural Australia

In this unit, students gain an understanding of multiculturalism by examining the changing nature of Australia's cultural identity. They examine how sharing traditional food and physical activities from cultures can support community wellbeing and cultural understanding. Students will:

- explore factors that influence personal and cultural identity.
- explore the changes in lifestyle and cultural identity in Australia.
- recognise how food choices reflect cultural identity in Australia.
- explore how important people in their lives influence behaviours and decisions.
- examine how media influences behaviours.
- challenge stereotypes about minority groups.
- examine how traditional foods and physical activities contribute to celebrations.
- examine how cultural understanding and wellbeing is promoted through community events.

Science



Now you see it

Students investigate the properties of light and the formation of shadows. They explore the role of light in everyday objects and devices and consider how improved technology has changed devices.

Humanities and Social Science (HASS)

Communities in Colonial Australia

In this unit, students will investigate:

- key events related to the development of British colonies in Australia after 1800.
- the economic, political and social reasons for colonial developments in Australia after 1800.
- aspects of daily life for different groups of people during the colonial period in Australia.
- the effects that colonisation had on the lives of Aboriginal peoples and on the environment.
- significant developments and events that impacted on the development of colonial Australia, including the gold rushes and inland exploration.
- the significance of individuals and groups in shaping the colonies, especially through inland exploration.



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Other Learning Areas

Music

Spooky Mountain

Students begin to explain how the elements of music are used to communicate meaning in the music they listen to, compose and perform. Students explore rhythm, pitch, form symbols and terminology to compose and perform. They sing and play music in different styles, demonstrating aural, technical and expressive skills.

Within the context of Making and Responding, students will:

- play music games to develop musical memory, literacy and aural skills.
- experience repertoire in compound metre.
- early practice activities for low Ia and low so.
- perform ukulele, djembe and xylophone in a small ensemble.
- sing and perform songs based on the pentatonic scale.
- notate the C extended pentatonic scale in treble clef.



Health and Physical Education (PE)

UNITE

Students work collaboratively and apply concepts of fair play while participating in various movement challenge activities. They use the “UNITE” process to work collaboratively to solve movement challenges. Students:

- explore the UNITE process by participating in group challenges.
- practise and develop the UNITE process in partner and group challenges.



Languages- Japanese

In this unit students explore the concept of character, focusing particularly on personality traits and qualities of imaginative characters from the traditional Japanese folktale *Momotaro* (The Peach Boy).



Digital Technology

A-maze-ing digital designs

In this unit students engage in a number of activities, including:

- investigating the functions and interactions of digital components and data transmission in simple networks, as they solve problems relating to digital systems.
- following, modifying and designing algorithms that include branching and repetition.
- developing skills in using a visual programming language within a maze game context.
- working collaboratively to create a new maze game.

