



EAGLE JUNCTION STATE SCHOOL CURRICULUM OVERVIEW

YEAR 4

Term 1, 2024

English

Investigating author's language in a narrative.

Students will read a narrative and examine and analyse the language features and techniques used by the author. They will create a narrative for an audience of their peers.

Spelling

This term, students will be studying the unusual plurals and past tense, compound words, doubling final consonants, word endings — 'tch' and 'ch', silent letters — 'gn', 'wr' and 'kn', diphthongs — 'oi', 'oy', 'ow' and 'ou', long vowel patterns (ā, ī and ō) in accented syllables and long vowel patterns (ū and ē) in accented syllables.

Grammar and Punctuation

This term students will understand that the meaning of sentences can be enriched through the use of noun groups/phrases and verb groups/phrases and prepositional phrases. They will learn about pronouns and use them correctly.



Mathematics

Students develop understandings of:



Number and place value

— make connections between representations of numbers, partition and combine numbers flexibly, recall multiplication facts, formulate, model and record authentic situations involving operations, compare large numbers, generalise from number properties and results of calculations, derive strategies for unfamiliar multiplication and division tasks

Fractions and decimals

— communicate sequences of simple fractions

Patterns and algebra — use properties of numbers to continue patterns

Using units of measurement — use appropriate language to communicate times, compare time durations and use instruments to accurately measure lengths.

Chance — compare dependent and independent events, describe probabilities of everyday events

Data representation and interpretation — collect and record data, communicate information using graphical displays and evaluate the appropriateness of different displays.

Geometric reasoning — identify angles, construct and label right angles, identify and construct angles not equal to a right angle, mark angles not equal to a right angle.

Shape — explore properties of polygons and quadrilaterals, identify combined shapes, investigate properties of shapes within tangrams, create polygons and combined shapes using tangrams.

Humanities and Social Science (HASS)

Early exploration and settlement

In this unit, students will:

- explore the diversity of different groups within their local community
- consider how personal identity is shaped by aspects of culture, and by the groups to which they belong
- make connections between world history events between the 1400s and the 1800s, and the history of Australia, including the reasons for the colonisation of Australia by the British
- investigate the experiences of British explorers, convicts, settlers and Australia's first peoples, and the impact colonisation had on the lives of different groups of people
- analyse the experiences of contact between Australia's first peoples and others, and the effects these interactions had on people and the environment
- draw conclusions about how the identities and sense of belonging for Aboriginal and Torres Strait Islander peoples in the past and present were and continue to be affected by British colonisation and the enactment of law of *terra nullius*.



Science

Material Use

Students investigate physical properties of materials and consider how these properties influence the selection of materials for particular purposes.





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Other Learning Areas

Music

Four String Mood



Students will explore the elements of music through making, responding and playing music games. They will compose, listen to and perform rhymes and songs using their voice and ukulele. Students will continue to develop skills in singing, and plucking and strumming the ukulele with accurate pitch, rhythm and expression.

Within the context of Making and Responding, students will:

- Play music games to develop musical memory, literacy and aural skills
- Improvise on 2 open strings over 8 beats (2 bars)
- Sing & strum beat and rhythm of call and response song using C / Am
- Create rhythm poem (practice 'four' - semibreve)
- Derive, augment and diminish rhythms
- Improvise body percussion on 'four'
- Perform known repertoire in canon

Health and Physical Education:

Physical Activity

Superstars: Splash Splash



In this unit, students will practise and refine fundamental movement skills to perform the swimming strokes of freestyle, backstroke, and breaststroke (including survival strokes) and solve safety and survival challenges. They will also examine the benefits of being fit and physically active and how they relate to swimming.

Students will:

- develop arm, leg and breathing movements to perform recognised swimming strokes
- understand how timing and effort affect movements and overall stroke performance
- refine body positions and movements to demonstrate safety and survival skills and transition between skills in a challenge
- understand the benefits of being fit and physically active and how they relate to swimming (distance swim).

Health and Physical Education (Health)

Netiquette and online protocols

In this unit, students examine and interpret health information about cyber safety and online protocols. They describe and apply strategies that can be used in cyberbullying situations that make them feel uncomfortable or unsafe. They explore the importance of demonstrating respect and empathy in online relationships. They reflect on young people's use of digital technologies and online communities, and identify resources available locally to support their safety.



Protective behaviours

In this unit students will discuss, understand and practise how help-seeking and reporting strategies support rights and promote the health, safety and wellbeing of themselves and/or peers.

Digital Technology

Creating Digital Solutions

In this unit, students will create a digital solution (an interactive guessing game) using a visual programming language (Scratch).



They will:

- describe, follow and apply a sequence of steps and decisions (algorithms) in non-digital contexts and when using Scratch.
- implement a digital solution that involves branching algorithms and user input.

Languages

Japanese

In this unit, students explore language to introduce themselves.

Students will:

- introduce name
- introduce age
- introduce grade
- state city/country of residence
- state likes/dislikes
- kodomo no Hi (Children's Day)
- tsuyu .

