

# Semester Curriculum Overview – What is planned for your child’s learning in Year 5, Semester 2, 2023

Curriculum Area	Focus	Term 3	Term 4
English	Writing	Writing informative texts- researching, writing and publishing a range of informative texts. Students will write information reports on natural disasters. Writing across the genres- students select areas of interest and write and publish in different genres (eg recount, procedure, narrative, informative)	Writing to persuade-Students deepen their knowledge of persuasive techniques and devices. Students write persuasively for an authentic purpose, on a topic of personal, community or world interest. Writing poetry- exploring different structures and styles.
		Writer’s Notebooks, Writing Process, Writing Traits	Writer’s Notebooks, Writing Process, Writing Traits.
	Reading and Viewing	Reading and comprehending informative texts – natural disasters and their impact on people and places. Looking at text features and structures, analysing different information reports and continuing to develop skills in determining the main idea and supporting details of texts. Reading across the genres – students explore different ways that authors write and publish texts (including books, magazines, online texts) about specific topics. Continuing to build reading comprehension skills - predicting, visualising, inferring, questioning, summarising and making connections.	Students build skills to fluently read, comprehend, and respond to a variety of persuasive texts. Students analyse and critique persuasive techniques and devices. Students read and analyse persuasive texts on topics of interest. Reading and comprehending poetry. Continuing to build reading comprehension skills - predicting, visualising, inferring, questioning, summarizing and making connections.
		Class Leader application speeches. Speaking to inform – research, prepare, write, and deliver a presentation on a natural disaster. Book Talks	Rich conversations – engaging in learning conversations with whole class, small group and partners. Personal presentation – presenting one of their poems to the grade
Mathematics	Spelling and Grammar	Prefixes and suffixes Comparatives, superlatives, and plurals Spelling generalisations Using knowledge of less common letter patterns to spell a wider range of words Working on effective strategies to learn to spell words on personal spelling list	Investigating how the spelling, pronunciation and meaning of some words has changed over time. Greek and Latin root words, prefixes, and suffixes Using word origins to assist with spelling Contractions and apostrophes for possession Working on effective strategies to learn to spell words on personal spelling list Using known words to assist with spelling unknown words
		Fractions, Decimals and Percentages Money	Revision based on individual and class needs. End of year assessments to determine individual progress
	Number and Algebra	Length Area and Perimeter	Volume and Capacity Revision based on individual and class needs. End of year assessments to determine individual progress
		Data – Data Interpretation and Representation Graphs – column graphs and dot plots	Revision based on individual and class needs. End of year assessments to determine individual progress
Physical Education/Sport	Movement and activity Interpersonal development	Winter Games- football, soccer, netball, basketball- skill development- striking, net, throwing and/or catching, major games and competitions Preparation for Lightning Premiership Athletics –refining specific sprinting, hurdles, throwing, relay and jumping skills. Preparation for Athletics carnival Competition (school and SSV level) and personal bests	Cricket – further specific skill development- striking, throwing, catching and bowling, Kanga 8 game format Hotshots – refining skills, competitive games (individual and teams). Preparation for Division Hotshots tournament Net Games – refining throwing and catching skills, competitive games. Preparation for regional basketball tournament Free choice team-based games
The Arts	Visual	Exploring how different artists create art using different visual forms, practices and processes (Klimt, Matisse, Da Vinci, Picasso) and producing their own piece inspired by these artists	Ceramics- creating a pinch pot Indigenous inspired artwork Colour Theory and Warm and Cool colours
Languages	Communicating Intercultural knowledge	Collaborate with peers to plan and conduct a shared event or activity Translate texts from Indonesian to English and vice versa Developing understanding of how grammatical structures and rules influence textual organisation	Composing and performing texts such as a skit, rap or video clip, based on a stimulus, concept or theme. Creating, for the class or school community, simple bilingual texts such as reports, instructions and games Engaging in intercultural experiences, describing aspects that are unfamiliar or uncomfortable and discussing own reactions and adjustments. Sharing experiences of learning and using Indonesian
Health Personal and Social Capability	Health knowledge and promotion Building social relationships Self-Awareness and Management Social Awareness and Management	Resilience project- Gratitude, Empathy, Mindfulness Rights, Resilience and Respectful Relationships - Help Seeking, Gender and Identity	Resilience project – Gratitude, Empathy, Mindfulness Rights, Resilience and Respectful Relationships – Gender and Identity and Positive Gender Relations
Humanities	History Geography Civics and Citizenship	The Australian colonies and Australia as a nation.	Exploring the characteristics of places, location and their interconnections – focus on the Murray Darling Basin
STEM	Science Engineering Digital Systems Coding & Programming Robotics	Earth and Space Science – Extreme weather conditions and natural disasters. Biological Science – exploring how different animals and plants adapt for survival and growth. Physical Science – exploring the properties of light Chemical Science – properties of solids, liquids and gases.	Identify the main components of a digital system, such as a computer and their uses. Identify uses of input and output devices. Using visual coding languages to program an interactive game.