

Year 4 Curriculum Map

Term 4, 2025

Information for Parents & Carers



English

Building an Argument

Teaching and Learning:

Students will engage with a variety of texts that provide a stimulus for building an argument, such as non-fiction texts and persuasive texts, as models for creating their own work. They will explore text structure and organisation, including language features and text connectives for cohesion, and sequencing and connecting ideas. Students will identify the subjective language of opinion and feeling, and the objective language of factual reporting. Students will explore persuasive features of an argument and create texts to present arguments to an audience using features of voice.

Assessment: Students will create a spoken argument to share and extend ideas, opinions and information about a topic.

Maths

Over the course of Term 4, students in Year 4 will learn about and be assessed on the following concepts:

- Build fluency with addition and multiplication facts to add and subtract, multiply and divide numbers efficiently
- Use algorithms to generate sets of numbers, recognising and describing any patterns that emerge
- Develop and use strategies for multiplicative thinking such as creating an algorithm that will generate number sequences involving multiples
- Draw on reasoning skills to analyse, categorise and order chance events and identify independent and dependent events when conducting a chance experiment
- Investigate variability by conducting repeated chance experiments, observing and communicating results.

Science

Material Use & Fast Forces

Teaching and Learning:

Over the semester, students will apply the observable properties of materials to explain how objects and materials can be used. They will describe how contact and non-contact forces affect interactions between objects.

Assessment:

For their assessment task, students will conduct an investigation on how contact & non-contact forces are exerted on an object. They will predict, collect data & identify patterns. Students will investigate the observable properties of materials & explain how they can be used in real-life.

Digital Technology

Pinball Paradise

Teaching and Learning:

Students will demonstrate their scientific knowledge and understanding of forces and materials to make a pinball machine. They will design, plan and evaluate their creation and explain how their game is suitable in a specific environment.

Assessment: Students will make a pinball machine and design a games environment for its use.

Humanities and Social Sciences (HASS)

Using Places Sustainably

Teaching and Learning: This semester, students will investigate the inquiry question 'How can people use environments more sustainably?'. They will explore the characteristics of Africa and South America such as location, environment, vegetation, animals and investigate their interconnections. Students will investigate how people use and are influenced by the environment. They will discuss sustainability, how it is perceived and its involvement of careful resource use and waste management.

Assessment: To investigate the interconnections and diverse characteristics of the environment in different places across the world. Students will collect, analyse and interpret data on waste management and resource use, then use this to respond and propose 'sustainable' solutions to the issue.

Media Arts

On the Cover

Teaching and Learning:

Students will explore genre conventions in magazine covers and devise representations of their own and peers' creations using specific characterisations, settings and ideas.

Assessment:

This semester, students explore various media artworks and designs and create an electronic magazine cover that appeals to a target audience.

The Arts

Dance: Dance Messages

Teaching, Learning and

Assessment: In this unit, students make and respond to dance by exploring how dance is used to represent stories. Students will improvise and structure movement ideas for dance sequences that represent a story using the elements of dance and choreographic devices. They will perform dances using expressive skills to represent a story and identify how the elements of dance and production elements represent ideas.

Health & Physical Education

Health: Netiquette & Online Protocols

Teaching and Learning: Students will examine and interpret health information about cyber safety, cyberbullying and online protocols. They will describe strategies that can be used in online situations.

Assessment: Students will interpret health messages related to cyber safety and discuss the influences of safe online choices.

PE: Bat, Catch, Howzat - Cricket

Teaching, Learning & Assessment: Students will refine striking and fielding skills and concepts in active play and games. They will apply skills, concepts and strategies to solve movement challenges in striking and fielding games.