

# Year 4 Curriculum Map

## Term 3, 2023

### Information for Parents & Carers



#### English

##### *Exploring a Quest Novel*

**Teaching and Learning:** In this unit, students will read and analyse the quest novel 'How to Train Your Dragon'. Throughout the unit, students will read and deconstruct the characters, settings and events within the quest novel. They will analyse the language features (noun groups, verb groups, direct speech) used by the author to portray the characters through their actions, thoughts and feelings in pivotal events within the text. Students will practise writing short responses explaining how the author represents the main character in important events.

**Assessment:** For their assessment, students will create a written text to explain how the author of 'How to Train Your Dragon' represents the main character in a chosen event. Students will explain the literal and implied meaning behind the author's use of language and the actions, thoughts and feelings of the main character.

#### Maths

Over the course of Term 3, students in Year 4 will learn about and be assessed on the following concepts:

**Number and place value** - sequence number values (ascending, descending order), apply number concepts and place value understanding (partitioning – hundreds, tens, ones) to the calculation of addition, subtraction, multiplication and division.

**Fractions and decimals** - partition to create fraction families (halves, thirds, quarters, fifths); identify, model and represent equivalent fractions (fractions of the same value); count by fractions; solve simple calculations involving fractions with like denominators (same bottom number), model and represent tenths and hundredths, make links between fractions and decimals (converting and showing fractions as decimals & fractions), count by decimals, compare and sequence decimals.

**Money and financial mathematics** - represent, calculate and round (to nearest 5c, 10c, \$1) amounts of money required for purchases and change, perform calculations with money, solve simple word problems using written and mental strategies.

#### Science

##### *Fast Forces!*

**Teaching and Learning:** In this unit, students will use games to investigate and demonstrate the direction of forces and the effect of contact (pushing, pulling) and non-contact (gravity) forces on objects. They will use their knowledge of forces to make predictions about games and complete games safely to collect data. Through investigations, they will use tables and column graphs to organise data and identify patterns so that findings can be communicated. They will identify and explain how science knowledge of forces helps people understand the effects of their actions.

**Assessment:** For assessment, students will conduct an investigation about how contact and non-contact forces are exerted on an object. They design and investigate their own forces game, make a prediction, collect data and identify patterns within the data.

#### Digital Technology

##### *What digital systems do you use?*

**Teaching and Learning:** Students will demonstrate their knowledge and understanding of digital systems (computers, programs) and apply these skills in defining, designing, implementing, and evaluating a digital solution (simple guessing game) using a visual programming language. They will learn how digital systems are used, design simple algorithms and understand how to record and manipulate data.

**Assessment:** Students will create a digital guessing game to help other students learn more about forces. The digital game will include questions about force, allow the player to input choices and answers.

#### 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 cereal boxes 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 cereal box cover that appeals to a target audience.

#### The Arts

**Teaching and Learning:** In this unit, students explore connection to Country/Place through Dreaming stories and 'Before Before Time' stories as stimulus. Students will use voice, body, movement and language to sustain role and relationships and create dramatic action with a sense of time and place.

**Assessment:** Students will devise, perform and respond to drama about Country/Place. They will work collaboratively in small groups to select a special place in your community and make a drama that tells a story about the place in two different seasons or day and night.

#### Health & Physical Education

##### *Health: Netiquette & Online Protocols*

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

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

##### *PE: Bat, Catch, Howzat - Teeball*

**Teaching, Learning & Assessment:** 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.