

Year 3 Term 4 2021 Curriculum Overview

ENGLISH

Unit 6 - Reading, writing and performing poetry (Unit 6)

Students:

- *listen to, read, view and adapt Australian poems
- *analyse texts by exploring the context, purpose and audience and how language features and language devices can be adapted to create new meaning
- *write and present to a familiar audience, an adaptation of a poem, using appropriate speaking skills
- *read a rhyming text and explore ways in which the language features and devices can be highlighted in performance through the use of pace, pitch, tone, volume and gesture

SPELLING - Sound Waves units 29-36 with a focus on R influenced vowels, contractions and more advanced graphemes

READING - comprehension strategies alongside continuing to decode words and home reading every night

THE ARTS MEDIA ARTS

Unit 2 - Poetry in motion

Students:

- *develop animated characters to engage an audience
- *experiment with media technology to create a lip-synched animation
- *share productions in digital form
- *discuss similarities and differences in content, structure and animation approaches
- *describe and discuss intended purposes and meanings of media artworks

DRAMA

Students:

- *practise creating their own drama
- *perform in front of others
- *respond to peers' performances
- *use their bodies, voices, imagination, and facial expressions to take on roles and explore imagined worlds from children's books.
- *create a more complex two-part freeze frame exploring the relationship between different characters

MATHEMATICS

Unit 4

Students:

Number and place value - recall addition and related subtraction number facts, use number facts to add and subtract larger numbers, use part-part-whole thinking to interpret and solve addition and subtraction word problems, add and subtract using a written place value strategy, recall multiplication and related division facts, multiply two-digit numbers by single-digit multipliers, interpret and solve multiplication and division word problems.

Fractions and decimals - identify, represent and compare familiar unit fractions and their multiples (shapes, objects and collections), record fractions symbolically, recognise key equivalent fractions, solve simple problems involving fractions.

Money and financial mathematics - count the change required for simple transactions to the nearest five cents.

Using units of measurement - measure, order and compare objects using familiar metric units of length, mass and capacity.

Shape - make models of three-dimensional objects.

Location and transformation - represent symmetry, interpret simple maps and plans.

Geometric reasoning - identify angles as measures of turn, compare angle sizes in everyday situations.

Chance - conduct chance experiments, make predictions based on data displays.

Data representation and interpretation - identify questions of interest based on one categorical variable, gather data relevant to a question, organise and represent data, and interpret data displays.



SCIENCE

Physical Science

Students:

- *learn about thermal energy and what affects the transfer of thermal energy
 - *explore how to measure heat energy and how heat energy can be produced
 - *investigate and explain how heat energy can be transferred through conduction, convection and radiation
 - *use knowledge to investigate materials used for animal water source containers
- + Is it fair? (Big Bang Education) incursion
+ Beneath the Streets (Urban Utilities and BCC) incursion

PHYSICAL EDUCATION

Students:

- *demonstrate aquatic skills and strokes in a variety of movement sequences and situations
 - *perform the recognised strokes of freestyle, backstroke, breaststroke and butterfly in continuous movement sequences
 - *incorporate the elements of movement: body awareness, effort (flow) and space awareness
- + Swimming Carnival

DIGITAL TECHNOLOGIES

Students:

- *describe how a range of digital systems and their peripheral devices can be used for different purposes
 - *define simple problems
 - *design and implement digital solutions using algorithms that involve decision-making and user input
 - *explain how the solutions meet their purposes
- + use of Beebots or OzoBots

HUMANITIES AND SOCIAL SCIENCES

Unit 2 - Exploring places near and far

Students:

- *identify connections between people and the characteristics of places
- *describe the diverse characteristics of different places at the local scale and explain the similarities and differences between the characteristics of these places
- *interpret data to identify and describe simple distributions and draw simple conclusions
- *record and represent data in different formats, including labelled maps using basic cartographic conventions
- *describe the importance of making decisions democratically and propose individual action in response to a democratic issue
- *explain the role of rules in their community and share their views on an issue related to rule-making
- *communicate their ideas, findings and conclusions in oral, visual and written forms using simple discipline-specific terms

SPECIALIST LESSONS

Tuesday - Science, Library borrowing (3A)

Wednesday - Physical Education, Library borrowing (3B)

Thursday - Science, MAC, and Strings

KEY DATES and EVENTS

Assembly - Monday

P&C - last Wednesday of each month

12 October - Parent/Teacher Interviews

12 October - Beneath the Streets incursion

26, 27, 28 October - Book Fair

28 October - Big Bang incursion

28 October - Day for Daniel

29 October - Show Day holiday

9 November - Presentation Evening

25 November - White Ribbon Day

1 December - Swimming Carnival

3 December - Shuffle Up Morning

8 December - Primary Awards Ceremony

9 December - Class party

10 December - Last day