

English

Spelling & Language- weekly spelling using phonics based program, 'Soundwaves', which includes grammar understanding, word knowledge, spelling and building of vocabulary. Students across the upper primary change classes for spelling to meet their specific needs.

Writing- Students plan, draft and publish imaginative and persuasive texts, choosing text structures and language features, appropriate to purpose and audience, through the 7 steps to writing success program.

Reading- Literacy Pro program used for independent reading. Frequent quizzes to prove understanding. Lexile test done in Week 2. Comprehension units used to learn about inferencing when reading.

Students are involved in the 'daily 5' program to practice all aspects of English.

Science

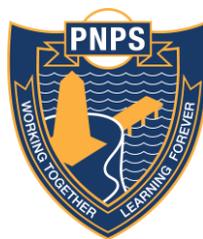
Physical Sciences: Students are learning that electrical energy can be transferred and transformed in electrical circuits and can be generated from a range of sources. This includes investigating how a circuit works, what conductors and insulators are, as well as understanding how turbines work to help make electricity.

The Arts

Music, dance and drama covered by Susie Scott.

Visual- Drawing Techniques. Exploring ideas and practices used by artists to represent different views, beliefs and opinions.

2021 Term 1 Learning Overview



Port Noarlunga Primary School

Teacher: Brett Horsfall

Year Level 5/6

Specialist Teachers

Performing Arts: Susie Scott

History: Trevor Letcher

Physical Education/Health: Mike Woolford

Languages (French): Karen Thorburn

Important Dates

Seaford College visit- Wednesday 17th Feb

Acquaintance meeting- Wednesday 17th Feb

Swimming/ Aquatics- Thursday 4th March

Beach Volleyball Carnival- Friday 5th March

French

Covered by Karen Thorburn

Health & Physical Education

Covered by Mike Woolford

Mathematics

Number and Algebra- Improving students' reasoning, problem solving, fluency and understanding of the four mathematical processes (+,-,×,÷). Students are learning strategies that make sense, allow them to feel confident with their own thinking and use their strategies for different tasks. Students are learning to decipher word problems and choose the correct mathematical processes. Number games are used to build confidence and automaticity. Daily quick maths tasks are used to further build automaticity and understanding across all of the mathematics content strands. Students will learn to combine all of their skills to solve real world problems involving mathematical processes. Real world examples will be frequently used to enhance students' understanding and purpose of learning maths. Students across the upper primary change classes for maths to meet their specific needs.

Technologies

Digital Technologies- Students are designing a user interface system through PowerPoint. They are linking pages through buttons and creating multiple pathways to make a simple game.

Design Technologies- students are designing, and investigating materials, components, tools, equipment and processes to achieve intended designed solutions. The main project is attempting to build a paper device that catches a falling egg so it does not break.

HASS

Covered by Trevor Letcher