

## English

Language Students will have the opportunity to explore how direct and indirect speech work in different text types including narratives and comic strips. This also includes the development and understanding of visual language in a range of texts.

Literature Through reading different literary texts students will analyse the effects of ideas, text structures and language features. Students will make connections between the ways different authors may represent similar storylines, ideas and relationships through investigating fantasy genre and comparing it to other literary genres.

Literacy In our Olympic research project students will have the opportunity to use their interaction skills by linking responses to their chosen topic while using familiar and new vocabulary to speak clearly and coherently. Students will re-read and edit for meaning by adding, deleting or moving words to improve content and structure in all their writing.

## Science

Physical Science Students will investigate how heat and force can be produced and exerted in varying ways and how it can transfer from one object to another. Students will make catapults to investigate how forces can be exerted by one object on another through direct contact or from a distance.

### Science as human endeavour

Though including catapults in their integrated fantasy writing project, students will understand how science knowledge helps people to understand the effect of their actions.

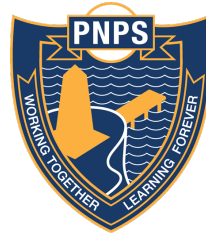
### Science Inquiry Skills

With guidance, students will plan and conduct investigations into force, by safely considering appropriate materials for making catapults.

## Health & Physical Education

Physical Education is covered by Mike Woolford  
Health is covered by Jan Davoren

## 2021 Term 3 Learning Overview



### Port Noarlunga Primary School

Teacher: Kim Thomson (Tues-Fri)

Jan Davoren (Monday)

Year : 3/4

## Specialist Teachers

**Performing Arts:** Susie Scott

**History:** Trevor Letcher

**Physical Education/Health:** Mike Woolford

**Health:** Jan Davoren

**Languages (French):** Karen Thorburn

## Important Dates

Monday 23<sup>rd</sup> August – Pupil Free day

Wednesday 25<sup>th</sup> August – Book Week Parade

## The Arts

Performing Arts covered by Susie Scott

Visual Arts Students will present artworks and describe how they have used visual conventions to represent their ideas

Media Arts Students will identify intended purposes and meanings in Australia, including media artworks of Aboriginal and Torres Strait Islander Peoples.

## Mathematics

Measurement and Geometry Through continued work from Term 2, real-life and incidental investigations will be explored by students by using scaled instruments to measure, order and compare metric units of length, mass and capacities.

Students will develop problem solving skills to real life situations through comparing the areas of regular and irregular shapes and angles of built environments. Informally, students will develop mathematical reasoning by comparing angles and communicating their knowledge though using graphic displays, with and without digital technologies and analysing the appropriateness of different displays. Students will engage in an integrated fantasy mapping project using simple scales, legends and directions to interpret information contained in basic maps. This will include creating symmetrical patterns, pictures and shapes with and without digital technologies.

## HASS

History and Geography covered by Trevor Letcher

Civics and Citizenship Students will learn to understand the different cultural, religious and social groups to which they and others belong through current research of Olympic countries.

## Technologies

Design and Technology Through Olympic research students will generate, develop and communicate design ideas. Students will plan a sequence of production steps when making a series of repurposed wooden blocks from including care for the environment.

Digital Technology Students will use digital systems in all curriculum areas by planning, creating and communicating ideas and information independently and collaboratively. Through the use of spheros, students will implement simple digital solutions with algorithms involving branching and user input.