

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, informative and persuasive texts, choosing text structures and language features, appropriate to purpose and audience, through the '7 Steps to Writing Success' program. Focus on information texts.

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

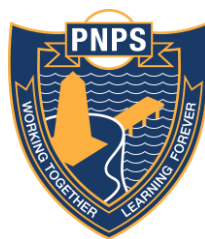
Earth and Space Sciences: Students will investigate major geological events such as earthquakes, volcanic eruptions and tsunamis in Australia, the Asia region and throughout the world. They will explore ways that scientific understanding can assist in natural disaster management to minimise both long and short term effects.

The Arts

Music, dance and drama covered by Susie Scott.

Media- Students will develop skills with media technologies to shape space, time, movement and lighting within images, sound and text.

2021 Term 3 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

Weeks 1-4- Tri skills PE program

Monday 23rd August- Pupil Free Day

Wednesday 25th August- Book Week Assembly

Monday 20th September- Porties got talent finals

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 will use digital systems to create web-based information taking into consideration referencing conventions, for example creating a blog, website or online learning space for sharing ideas.

Design Technologies- students are designing, and investigating materials, components, tools, equipment and processes to achieve intended designed solutions. The main project is moving an object a certain distance by mechanical means only.

HASS

Covered by Trevor Letcher