

English

Spelling & Language- Weekly spelling using phonics-based program, 'Soundwaves', which includes grammar understanding, word knowledge, spelling and building of vocabulary.

Writing- Student's 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 3. Comprehension units used to learn about inferencing when reading.

Book Study- Studying the genre of fantasy through picture books and a class novel 'Deltora Quest'.

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

Science

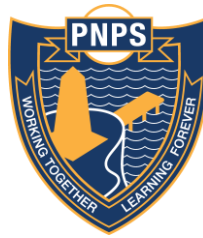
Chemical Sciences: Students will learn to recognise that substances exist in different states depending on the temperature. They will be exploring the way solids, liquids and gases change under different situations such as heating and cooling and they will identify, plan and apply the elements of scientific investigations to answer questions and solve problems.

The Arts

Music, dance and drama covered by Susie Scott.

Media Arts- Students will plan, produce and present media artworks for specific audiences and purposes using responsible media practice. Stop motion animation techniques to be used.

2022 Term 1 Learning Overview



Port Noarlunga Primary School

Teacher: Brett Horsfall

Year Level 5/6

Specialist Teachers

Performing Arts: Susie Chandler

History: Trevor Letcher

Physical Education/Health: Mike Woolford

Languages (French): Karen Thorburn

Important Dates

Swimming/ Aquatics- Friday 11th 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 speed 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.

Technologies

Digital Technologies- Students will design, modify and follow simple algorithms involving sequences of steps, branching, and iteration. This will be done using online coding programs.

Design Technologies- Students are designing and investigating materials, components, tools, equipment and processes to achieve intended designed solutions. The main project is designing bridges to test different designs for strength and purpose.

HASS

Geography, Economics and Business and Civics and Citizenship covered by Rachel Gregory each Friday.