

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 2. Comprehension units used to learn about inferring 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

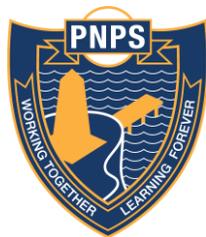
Biological Science: Students will learn that living things have structural features and adaptations that help them to survive in their environment. They will be investigating how changing the physical conditions for plants impacts on their growth and survival such as salt water, use of fertilizers and soil types.

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 2 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

NAPLAN- week 2-4

Dance Workshop- 23rd May

School Photos- 15th June

Brainstorm Productions- 20th June

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 the online coding application 'scratch'.

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.