

Overview of the units for Semester 2 2016

Year 4

English:

Unit 6: **Exploring a quest novel** - Students read and analyse a quest novel.

Unit 7: **Examining persuasion in advertisements** - Students understand how to recognise and analyse characteristic ideas, language and techniques in advertisements and their impact on the target audience.

Unit 8: **Examining persuasion in product packaging** - Students understand how to use appropriate metalanguage to describe the effects of persuasive techniques used on a breakfast cereal package and report these to peers.

Math

Unit 5:

Manipulating digital images – Students show flip, slide and turn symmetry and identify lines of symmetry in objects.

Fraction fit – Students apply understanding of fractions to represent fraction families and equivalent fractions and to solve simple fraction problems

Unit 6:

Marvelous Measurement - Students compare areas of regular and irregular shape using informal units and use scaled instruments to measure temperature, length, shape and objects.

Unit 7:

Deadly decimals - Students demonstrate and explain the connections between fractions and decimals (to hundredths).

Data analysers - Students define the different methods for data collection and representation, and evaluate their effectiveness. They construct data displays from given or collected data.

Unit 8:

Measurement mathematical guided inquiries – Students use simple strategies to reason and solve number and location inquiry questions.

Science

Unit 3: **Properties matter** - Students investigate physical properties of materials and consider how these properties influence the selection of materials for particular purposes.

Unit 4: **Fast forces!** – Students use games to investigate and demonstrate the direction of forces and the effect of contact and non-contact forces on objects. They will then use their knowledge of forces to make predictions about the games.

Geography

Unit 1: – **Exploring environments and places** - Students draw on studies at the national scale, including Australia and the location of major countries in South America and Africa. Students explore the importance of environments to animals and people and how places are characterised by their environments

Unit 2: **Using places more sustainably** - Students develop geographical questions to investigate the connections between resources provided by the environment and how these are used by different groups of people.

Health

Daniel Morcombe Unit: Students learn how to recognise, react and report when they feel unsafe or find themselves in situations that can have a significant detrimental effect on their physical, psychological or emotional wellbeing.

The Arts

Unit 3 – **Media** - Students apply media languages and technologies to create a digital greeting card, invitation or postcard that presents ideas and feelings in response to a particular event, for a nominated audience

Unit 4 – **Dance** – Students use the human body to express ideas, considering particular audiences and particular purposes, through dance elements in movement phrases.

Technology

Unit 2 **Technology influences and impacts on people, their communities and environments.** – Students design and reflect on a cereal package design for a particular audience and purpose.