



Curriculum Overviews

Mathematics

Students convert between units of time, am and pm, when solving time duration problems. They create timetables using this knowledge of time and duration. In Number, students further deepen their place value knowledge. They increase their proficiency and fluency of addition and multiplication facts, further investigate the properties of odd and even numbers and explore rounding and estimation techniques.



Year 4

Term 2, 2026



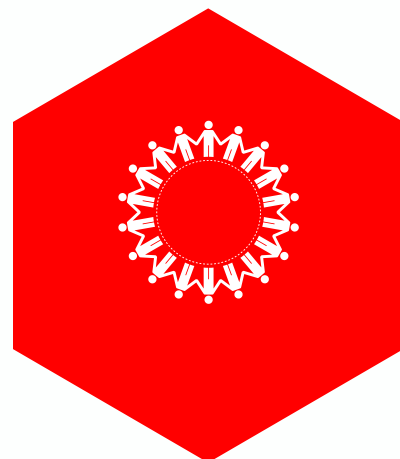
English

Students engage with a range of informative texts. They explore language features, text structure features and visual features used in informative texts. They read and comprehend these types of texts as well as using these as models to create their own.



HASS

Students explore and explain how life has changed and remained the same. They investigate particular events in history that have brought about this change. They develop the inquiry skills of locating and sequencing information and using discipline-specific language to communicate their understanding.



Science

This term, students will explore the water cycle and learn how water moves through the environment, including evaporation, condensation and precipitation. They will investigate how water is used and how data helps inform decisions about conserving this important resource.



The Arts

In Dance, students to explore a range of elements of dance. The view, respond to and choreograph a dance sequence based on a stimulus. In Music, students listen to and respond to different elements of music and how they have changed over time.



Health & Physical Education

This term in Health, students will explore how emotions can vary in different situations and learn ways to interact positively with others. They will develop decision-making and problem-solving skills to help them make safe and respectful choices. In Physical Education, students will continue to build and refine their fundamental movement skills through a variety of activities, including athletics disciplines such as running, long jump, high jump and shot put..



Technology

In Design Technology, students develop a design for a river craft using digital tools. They use engineering principles to brainstorm, generate a design solution, identify materials, create and evaluate designs.

