

2024 Year 5 Curriculum Overview

Learning Area	Term 1
English	<p>Students will:</p> <ul style="list-style-type: none"> • engage in phonics, phonemic awareness, fluency, vocabulary, and comprehension to support them in all areas of literacy • listen to, read, view and interpret a range of decodable texts • listen to, read and interpret a novel from the fantasy genre showing understanding of character development in relation to plot and setting • demonstrate the ability to analyse the development of a main character through a written response • create a chapter of a fantasy novel, depicting contrasting fantasy characters in relation to setting and plot.
Mathematics	<p>Students will:</p> <p><i>Number and Algebra</i></p> <ul style="list-style-type: none"> • solve simple problems involving the four operations using a range of strategies • check the reasonableness of answers using estimation and rounding • identify and describe factors and multiples • identify and explain strategies for finding unknown quantities in number sentences involving the four operations <p><i>Measurement and Geometry</i></p> <ul style="list-style-type: none"> • connect three-dimensional objects with their two-dimensional representations • describe transformations of two-dimensional shapes and identify line and rotational symmetry • use a grid reference system to locate landmarks <p><i>Statistics and Probability</i></p> <ul style="list-style-type: none"> • list outcomes of chance experiments with equally likely outcomes and assign probabilities between 0 and 1 • pose questions to gather data, and construct data displays appropriate for the data • interpret different data sets
Science	<p>Students will:</p> <ul style="list-style-type: none"> • analyse the structural features and behavioural adaptations that assist living things to survive in their environment • understand that science involves using evidence and comparing data to develop explanations • investigate the relationships between the factors that influence how plants and animals survive in their environments, including those that survive in extreme environments • use this knowledge to design creatures with adaptations that are suitable for survival in prescribed environments
Humanities and Social Sciences	<p>Students will:</p> <ul style="list-style-type: none"> • examine the characteristics of places in Europe and North America and the location of their major countries in relation to Australia • describe the relative location of places at a national scale • identify and describe the human and environmental factors that influence the characteristics of places • examine the interconnections between people and environments • investigate the impact of human actions on the environmental characteristics of local places • organise data in a range of formats using appropriate conventions • interpret data to identify simple patterns, trends, spatial distributions and infer relationships • evaluate evidence about the characteristics of places • present findings and conclusions using discipline-specific terms
Health and Physical Education	<p>Students will:</p> <ul style="list-style-type: none"> • develop their ability to work together as a team whilst strengthening their body, developing their peripheral vision and co-ordination whilst playing the game of dodgeball • develop strategic play which is considered a valuable critical thinking skill • recognise that emotions and behaviours influence how people interact • understand that relationships are established and maintained by applying skills • identify practices that keep themselves and others safe and well
Japanese	<p>Students will:</p> <ul style="list-style-type: none"> • introduce themselves and other family members

	<ul style="list-style-type: none">• create texts about themselves and their family• identify language and behaviours that reflect relationships and values in Japanese society
The Arts	Students will: <ul style="list-style-type: none">• respond to how the elements of music are used to communicate meaning in film and theatre• explore elements of music and study how these enhance atmosphere, mood, emotion and action in film/theatre scores
Technology	Students will: <ul style="list-style-type: none">• investigate a range of materials and explore their features and characteristics• work in groups and select materials that are relevant to their design solution and use these to create a model of a skate ramp• test their creations and make amendments where needed