



Year 5 Curriculum Overview - Term 1 2021

English – Examining and creating fantasy texts

This term, Year 5 students will listen to, read and interpret a novel from the fantasy genre showing understanding of character development in relation to plot and setting. They demonstrate the ability to analyse the development of a main character through a written response.

Assessment:

Students will write the first chapter of a fantasy novel, creating a 'good' and 'evil' character, and establish setting.

Science - Our place in the solar system

Students will describe the key features of our solar system including planets and stars. They will discuss scientific developments that have affected people's lives and describe details of contributions to our knowledge of the solar system from a range of people.

Assessment: Exploring the solar system

Students will describe key features of the solar system. Students describe how science knowledge develops from many people's contributions and explain how scientific developments have affected people's lives and solved problems. Students communicate ideas using multimodal texts.

Humanities and Social Sciences (HASS) Inquiry

Students will explore the following inquiry question:

How does a significant event create change?

Through the concepts of **cause** and effect they will:

- understand that different sources can have different viewpoints/bias
- organise and represent data
- understand the impacts of significant events
- Understand how significant events can result in actions and changes to legislation
- Identify characteristics of places and the impacts significant events have on these characteristics

Assessment:

An assessment task will be developed as part of the inquiry development process, providing students with the opportunity demonstrate their understandings.

Health - Emotional interactions

Students will recognise that emotions and behaviours influence how people interact. They understand that relationships are established and maintained by applying skills. Students identify practices that keep themselves and others safe and well.

Assessment:

Students will complete an assignment. They will respond to a series of questions and scenarios about emotional responses and interactions with others. They will present a group role-play.

Media Arts - Light and shadow

Students will shape time and space to explore representations in media art forms

Assessment:

Students will explore the work of media artists and collaborate to create a stop motion animation using light and shadow to communicate mood and point of view for an audience.

Mathematics

Students will apply a variety of mathematical concepts in real-life, lifelike and purely mathematical situations. They will develop understandings of:

Number and place value — make connections between factors and multiples, identify numbers that have 2, 3, 5 or 10 as factors, represent multiplication using the split and compensate strategy, choose appropriate procedures to represent the split and compensate strategy of multiplication, use a written strategy for addition and subtraction, round and estimate to check the reasonableness of answers, explore mental computation strategies for division, solve problems using mental computation strategies and informal recording methods, compare and evaluate strategies that are appropriate to different problems, make generalisations

Fractions and decimals — use models to represent fractions, count on and count back using unit fractions, identify and compare unit fractions using a range of representations and solve problems using unit fractions. Add and subtract simple fractions with the same denominator

Using units of measurement — investigate time concepts and the measurement of time, read and represent 24-hour time, measure dimensions, estimate and measure the perimeters of rectangles, investigate metric units of area measurement, estimate and calculate area of rectangles

Chance — identify and describe possible outcomes, describe equally likely outcomes, represent probabilities of outcomes using fractions, conduct a chance experiment and apply understandings of probability and data collection to investigate the fairness of a game

Data representation and interpretation — build an understanding of data, develop the skill of defining numerical and categorical data, generate sample questions, explain why data is either numerical or categorical, develop an understanding of why data is collected, choose appropriate methods to record data, interpret data, generalise by composing summary statements about data.

Assessment:

- **Interpreting data and posing questions to collect data** - Students will classify and interpret data and pose questions to gather data.
- **Investigating chance experiments** - Students will use simple strategies to reason and solve chance inquiry questions.
- **Solving simple multiplication, division and fraction problems** – Students will solve multiplication and division problems by efficiently and accurately applying a range of strategies, checking the reasonableness of answers using estimation and rounding. To locate, represent, compare and order fractions and add and subtract fractions with the same denominator.



Digital Technologies - A-maze-ing digital designs

This semester, Year 5 students will engage in a number of activities, including:

- investigating the functions and interactions of digital components and data transmission in simple networks, as they solve problems relating to digital systems
- following, modifying and designing algorithms that include branching and repetition
- developing skills in using a visual programming language within a maze game context
- working collaboratively to create a new maze game

Assessment:

Students will explain how digital systems connect together to form a network and create a maze game using visual programming.

Design and Technologies - Harvesting good health

Students will explore how competing factors and technologies influence the design of a sustainable service. This service provides a plant for the preparation of a healthy food product.

Assessment:

Students will design a service that provides a plant that can be used to create a healthy food product.

Music - Going to the movies

Students will make and respond to music exploring pieces of music that tell a story, and music that appears in film

Assessment:

Students will compose, perform and respond to how the elements of music are used to communicate meaning in music for film.

Japanese – What's in a name?

Students will explore the concept of names and the meanings they hold in Japan. Students use language to communicate ideas relating to names and personal identity in a culturally appropriate manner.

Assessment

Students will locate specific information in a spoken text. They identify behaviours and values associated with Japanese society

Physical Education – Built for Fit

Students will identify and explain the health-related fitness components. They explain the significance of physical activity to their everyday health and wellbeing.

Assessment

Students will identify and explain the health-related fitness components. They will explain the significance of participation in everyday physical activities to their health and wellbeing.