Term 2 — Year 5 Curriculum Overview 2023



Examining and creating fantasy texts

Students will be writing a fantasy text describing characters, settings and events and learn how these help with developing a story. They will be creating 'good and evil' characters and using language features such as figurative language (similes, metaphors and personification), nouns and noun groups, and precise vocabulary to provide vivid descriptions and create imagery.

Reading

Students will be making connections to texts, and using both literal and inferred comprehension. How to help your child with this:

- 1. Encourage your child to read nightly they may like to read to you.
- 2. Encourage your child to write and/or explore a variety of texts.
- 3. Create and/or explore similes and metaphors together.

Mathematics

Number and Algebra

Students will use mental computation strategies and evaluate which strategies are appropriate to solve different problems . They will solve problems using the four operations.

Measurement and Geometry

Students will apply the properties of 3D shapes and make connections with 2D shapes. They will be encouraged to use terms such as face, vertex, edge. They will investigate position in terms of translation symmetry using vocabulary such as translation, rotation and reflection. Students will Identify angle components .They will estimate, construct and measure angles using a protractor.

How to help your child with this:

- 1. Identify 2D shapes and 3D objects in the environment.
- 2. Problem solve using real life everyday mathematical problems.
- 3. Make a right angle finder to locate 90 degree angles in the home environment .

HASS

This term students will explain how people in communities make decisions about the use of resources to meet their needs and wants. They will also investigate democratic values and processes in the school community.

How to help your child with this:

- 1. Discuss needs compared to wants and how important it is to minimise the waste of resources
- 2. Discuss values that are important to you and values that should be modelled by a leader.
- 3. Discuss the possibility of becoming a school leader in 2024.

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Languages - Japanese

What is a family.

In this unit, students use language to communicate ideas relating to the concept of family and identity. They will introduce themselves and other family members, interact with peer about family member and activities. Students will identify language and behaviours that reflect relationship and values in Japanese society. They will also develop understanding of "identity" and whether learning Japanese has an effect on sense of "self".

こんにちは konnichiwa

Technologies

Students will be designing and making a product that supports wildlife to coexist with humans in the school environment.



Science

Students will learn to recognise the difference between solids, liquids and gases. The class will work through a science inquiry and experiment with evaporation of liquids. Students will use their scientific knowledge to predict, observe and analyse their findings.

How to help your child with this:

- 1. Practise putting a cup of water in the backyard and observing evaporation.
- 2. Discuss naturally occurring evaporation. e.g. puddles
- 3. Discuss with your child what happens when you boil water for pasta for example, and the water (liquid) turns into a gas (vapour).



The Arts - Drama

Dramatic transformations

In this unit, students make and respond to drama by investigating dramatic forms that use more than the human body in role and dramatic action. These will include fantasy, mask, movement, media, props and alternative performance spaces.

Health

Students explain the influence of people and places on identities. They recognise the influence of emotions on behaviours and discuss factors that influence how people interact positively with peers and teachers.





Surf or Turf (People in Motion)

In this unit students will create an athletic themed sequence using fundamental movement skills and elements of movement. They will perform running, jumping and throwing sequences in authentic situations.

