

# Term 4 — Year 5 Curriculum Overview 2026



## English

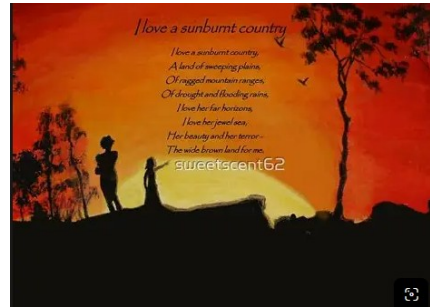
### Analysing poetry and creating imaginative texts

Students will listen to, read, view and comprehend Australian poems with a range of characters and literary devices. They will learn about text structures and the purpose of texts, and explain how language features contribute to the effectiveness of a text.

Students will create a narrative based on a poem.

*How to help your child with this:*

1. Read popular poems and talk about the characters and events.
2. Discuss poetry and poetic devices (rhyme, alliteration, etc.)
3. Encourage short, quick writes.



## 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 2026.



## Mathematics

### Number and Algebra

Students will use place value to write and order decimals. They will identify products, factors and multiples of numbers. Students will use their multiplication facts to multiply and divide large numbers. They will apply properties of numbers to find unknown values and create algorithms to identify and explain patterns.

### Statistics and Probability

Students will investigate chance and probability experiments and list possible outcomes in a variety of ways including using fractions.

*How to help your child with this:*

1. Continue to work on number facts and problem solving. e.g. Use the TransLink app to plan journeys.
2. Play chance and data games and make predictions and calculate probability.



## Science

### Chemical Science

Students will explore solids, liquids and gases and investigate their properties. They will pose questions, make predictions and plan investigations before analysing the results of their investigations and reflecting on their the fairness and effectiveness.

*How to help your child with this:*

- Discuss every day examples of solids, liquids and gases, how they behave and how they move from one state to another. For example, after rain the puddles form in the back yard, but the heat of the sun helps them to evaporate.
- Cook with your child and discuss how adding or removing heat can make the ingredients change state.



## The Arts

This semester, Grades #5 and #6 are going to put their engineering minds to the test as they will be using a design process to develop and construct a concept drawing of a shelter for a particular site in the school with a functionality in mind. Students will use a variety of materials and concepts to do this and have a chance not to just form their design but systematically design it as well. Students will be encouraged to think outside the box and spark creativity whilst in this unit. Parents are encouraged to help by inspiring their children to create any sort of structure using an assortment of traditional/non-traditional objects and utilise creativity as much as they can.

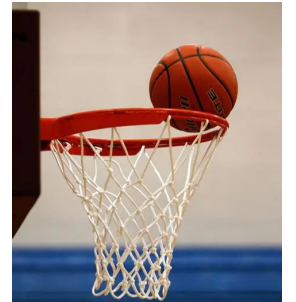


## Health and Physical Education

### Basketball

In this unit, students will develop specialised basketball skills and create and perform a sequence of these skills.

Students further develop game play with focus on attack and defence strategies.



## Languages - Japanese

*How Do We Play?*

Students will use language to communicate ideas related to the concept of group play. They will discuss different play activities, plan and demonstrate group games, and translate game rules into and from Japanese. Students will participate in intercultural experiences that encourage them to notice, compare and reflect on similarities and differences in language, play and culture.



## Technologies

Students will develop their robotics and coding skills using LEGO SPIKE Prime robots. Students will design, build and program robots to compete in a Sumo challenge while using Scratch-based coding activities to develop computational thinking, problem-solving and debugging skills.

