



YEAR 4 TERM 4 OVERVIEW

Excellence
& Honour

English

Students will investigate the world of printed advertising, with some reference to radio examples. They will analyse key messages, arguments and persuasive techniques, considering how language features, visual elements and other devices influence target audiences. Through activities and discussions, students will learn to identify these strategies and describe their effects using appropriate metalanguage. For the final assessment, they will analyse a breakfast cereal package, explaining how specific persuasive techniques attract consumers.

Science

Students will continue exploring forces such as gravity, magnetism and friction. They will experiment with how these forces change the movement of objects, recording their results in tables / graphs. Students will use their findings to explain everyday examples of forces in action.

Design Technologies

Students will design and create arcade-style games. They will generate ideas using drawings and journals, and then build their games using cardboard and other recycled materials. Students will test their games for success, share them on Arcade Day, and suggest improvements.

Spanish

Students will be investigating special cultural celebrations that happen in Spain and Spanish speaking countries. They will compare similarities and differences through discussions. Students will explore and develop their cultural understanding of the wider world.

Music

Students will consolidate their understanding of rhythm, pitch, form and expressive elements. They will create, perform and respond to music drawn from a variety of cultural and historical contexts.

Mathematics

Students further develop proficiency and positive dispositions towards mathematics as they:

Number and Algebra

- build fluency with addition and multiplication facts to add and subtract, multiply and divide numbers efficiently
- find unknown values in numerical equations involving addition and subtraction, using the properties of numbers and operations
- use algorithms to generate sets of numbers, recognising and describing any patterns that emerge
- develop and use strategies for multiplicative thinking such as creating an algorithm that will generate number sequences involving multiples

Probability

- draw on reasoning skills to analyse, categorise and order chance events and identify independent and dependent events when conducting a chance experiment
- investigate variability by conducting repeated chance experiments, observing and communicating results.

Humanities and Social Sciences

Students continue to explore Indigenous and Torres Strait Islander Peoples' long-standing connections to Country and sustainable practices. They examine contemporary waste issues, compare past and present approaches to waste and investigate the role that local government and laws play in supporting these approaches. The unit culminates in students proposing a sustainable waste management solution for their community.

Physical Education

Students will work cooperatively and apply rules fairly in team building activities. They will create and perform movement sequences to solve movement challenges in a range of activities and sports.