

Kedron State Schools Expectations

- Be Respectful**
- Be Responsible**
- Be Safe**
- Be a Learner**

Choose your Attitude 	Quiet 	Be Organised 	Following Directions 	Getting Started 
Staying on Task 	Scan for Clues 	Ask for Help 	Completing Task 	Is this my Best Work? 

Year 4 Curriculum – Term 4

Classroom teachers – Bernie Sheahan, Jordan Armstrong

English

Examining persuasion in advertisements and product packaging

In this unit students recognise and analyse characteristic ideas and persuasive techniques including language features and devices, audio effects and visual composition in advertisements and their impact on the target audience. Students use appropriate metalanguage to describe the effects of persuasive techniques used on a magazine cover and report these to peers. Students use word processing software tools to manipulate text and images to create an effective composition for a magazine cover. They write and present a persuasive speech to promote their cereal.

Specific learning opportunities include:-

- identifying persuasive techniques used in advertisements; using metalanguage to describe language features and devices, visual elements, (framing, salience, placement, composition) and audio effects
- explaining the effect persuasive techniques have on the audience
- identifying persuasive language features, language devices and visual elements of the design of a magazine cover
- composing an effective persuasive design for a magazine cover using software applications
- using persuasive language features and devices to create a magazine cover
- using appropriate metalanguage to describe the effects of persuasive techniques used on a magazine cover reporting these to peers
- planning, rehearsing and delivering a persuasive presentation, taking into account the particular purpose and audience.

Assessment

Design a magazine cover

Reading and viewing comprehension

Maths

In this unit students apply a variety of mathematical concepts in real-life, lifelike and purely mathematical situations.

Through the proficiency strands - Understanding, Fluency, Problem-solving and Reasoning - students have opportunities to develop understandings of:

Number and place value - calculate addition and subtraction using a range of mental and written strategies, recall multiplication and related division facts, calculate multiplication and division using a range of mental and written strategies, solve problems involving the four operations, use estimation and rounding, apply mental strategies, add, subtract, multiply and divide two- and three-digit numbers.

Fractions and decimals - count and identify equivalent fractions, locate fractions on a number line, read and write decimals, identify fractions and corresponding decimals, compare and order decimals (to hundredths).

Money and financial mathematics - calculate change to the nearest five cents, solve problems involving purchases.

Patterns and algebra - use equivalent multiplication and division number sentences to find unknown quantities.

Using units of measurement - use am and pm notation, solve simple time problems.

Shape - measure area of shapes, compare the areas of regular and irregular shapes by informal means.

Data representation and interpretation - write questions to collect data, collect and record data, display and interpret data.

Assessment Analysing data

Connecting decimals and fractions
Investigating time

Solving purchasing problems

All of these assessments are short answers. They will be conducted throughout this term.

Science

Here today, gone tomorrow

In this unit students will explore natural processes and human activity that cause weathering and erosion of Earth's surface. Students relate this to their local area, make observations and predict consequences of future occurrences and human activity. They describe situations where science understanding can influence their own and others' actions. They identify questions and make predictions based on prior knowledge. They safely use equipment and make and record observations with accuracy. They suggest explanations for their observations, compare their findings with their predictions and communicate their observations and findings.

Assessment

Investigating soil erosion

Students describe the natural processes and human activity that cause changes to Earth's surface. Students plan, conduct and report on an investigation of the erosion process. Students apply science understandings to formulate control strategies in real-life situations.



Humanities and Social Science – HaSS – Semester 2

Using places sustainably

In this unit, students:

- explore the concept of 'place' with a focus on Africa and South America
- describe the relative location of places at a national scale
- identify how places are characterised by their environments
- describe the characteristics of places, including the types of natural vegetation and native animals
- examine the interconnections between people and environment and the importance of environments to animals and people
- identify the purpose of structures in the local community, such as local government, and the services these structures provide for people and places
- investigate how people use, and are influenced by, environments and how sustainability is perceived in different ways by different groups and involves careful use of resources and management of waste
- recognise the knowledge and practices of Aboriginal peoples and Torres Strait Islander peoples in regards to places and environments
- propose actions for caring for the environment and meeting the needs of people

Assessment

Using places sustainably

Students conduct an inquiry to answer the following question:
How can people use environments more sustainably?

The Arts - Media

On the Cover

In this unit, students explore magazine cover design through representation and characterisation of people in their community, including themselves and compare the digitisation of magazines on the internet.

Students will:

- explore genre conventions in paper magazine cover design and devise representations of classmates to depict specific characterisations, settings and ideas
- experiment with design (layout, text, colour, image composition) and media technologies (desktop publishing, photography, image manipulation) to appeal to a target audience
- present productions in digital or print form to share and discuss similarities and differences in content, structure and design approaches
- describe and discuss intended purposes and audience of print and online media artworks using media arts key concepts, starting with media artworks from Australia, including media artworks of Aboriginal and Torres Strait Islander Peoples.

Health – Led by Mrs H Oxenham

Health channels

In this unit, students examine different sources of health information and how to interpret them with regard to accuracy. They identify health messages and the methods they use to influence decisions. They look at smoking as a case study of how health messages change over time. Students apply decision-making skills to different health scenarios.

Design Technology

Pinball Paradise

In this unit students will investigate how forces and the properties of materials affect the behaviour of a product or system, make a pinball machine and design a games environment in which it can be used. They will explore the role of people in engineering technology occupations and how they address factors that meet client needs.

Assessment

Design and make a Pinball Machine



Australian Curriculum – Parent Information sheets

Find specific information about the Australian Curriculum for your child's year level. These information sheets give an overview of what your child will typically learn in each of the eight learning areas.

[Information for parents years 3–4](#)