



MRSS Term 3 Curriculum Overview: Yr 4



English



In this unit, students listen to, read, and explore historical texts from multiple perspectives, focusing on the arrival of the First Fleet. They develop skills in compound and complex sentences and using text connectives. In reading, students will work on inferencing, analysing, and evaluating texts.

Assessment: Students will write and present a recount as a child who is present at the time of a particular historical event.

Mode: Written and spoken

Maths



In Math, students will convert between units of time to solve duration problems. They will measure and approximate perimeter and area and use mathematical modelling to solve practical financial problems.

Assessment: Students will convert units of time, measure perimeter and area in real life contexts and solve financial problems.

Mode: Practical + short answer.

Science



In this Science unit, students use games to explore the direction and effects of contact and non-contact forces on objects. They make predictions, conduct safe investigations, and use tables and graphs to organise and communicate data.

Assessment: Students will undertake an investigation to compare the effect of different sized forces on the motion of a tea light candle.

Mode: Practical

Key Dates

School Photos – Wed 23 July

Yr 4 Camp – Mon 28–30 July

STEAMFest – Tues 12 August

EKKA Holiday – Wed 12 August

Book Week Parade – Wed 20

August

Parent Teacher Interviews –

Wed 10 Sept



HASS



In this HASS unit, students explore the effects of European settlement. They investigate historical events from the 1400s to 1800s, examine the roles of explorers, convicts, and settlers, and explore the purpose of laws and cultural identity.

Assessment: Student will undertake a research project to investigate the historical events in England and Australia from 1700 to 1790.

Mode: Investigation

HPE



In Health, students will explore respect, empathy, and how heritage and culture shape identity through partner and group activities. In Physical Education, students will refine striking and fielding skills while working cooperatively and applying game rules fairly.

Assessment: Students will identify information on identity and demonstrate striking skills

Mode: Practical + short answer

Technologies



In this unit students will investigate how forces and the properties of materials affect the behaviour of a product or system and design a games environment.

Assessment: Students will create a marble run that is fun to play and design a games environment for its use.

Mode: Practical

Japanese



In this Japanese unit, students will explore the concept of eating practice and look at ways of communicating about cuisine and sharing meals.

Assessment: Students will respond to instructions and simple questions related to classroom activities.

Mode: Short answer + Interview