English "Exploring narrative through novels and film."

Write a comparison of a novel and its film adaptation using metalanguage to present a point of view, thinking about:

- o Using a variety of sentence types- complex sentences using comparative conjunctions
- o Manipulating the starting point of sentences to develop the topic
- o Using formal language to suit the purpose and audience
- o Choosing appropriate text structures for a comparison (paragraphs to organise ideas)
- o Applying language features (comparison language, point of view vocabulary)
- o Accurate spelling, punctuation and grammar, particularly possessive apostrophes

Analyse and explains literal and implied information from a novel and film thinking about:

- o how the film and the novel depict an issue, an important event and a character
- o how ideas in the texts are conveyed from different viewpoints
- o using metalanguage to compare the effects of ideas, text structures and language features of the film and novel on audiences
- o using literal and implied evidence from both texts to support your analysis

Maths

We are learning to:

- o To use simple strategies to reason and solve measurement and location inquiry questions.
- o To mathematically describe chance experiments involving equally likely outcomes and to represent those outcomes.
- o To convert between 12-hour and 24-hour time. To identify and describe factors and multiples of whole numbers.

Science "Matter Matters: Investigating Evaporation and explaining solids, liquids and gases."

We are learning to:

- o Apply scientific knowledge of properties and behaviours to explain real-world contexts thinking about individual and shared properties of solids, liquids and gases.
- o Plan and conduct a scientific investigation using scientific language and appropriate representations

Humanities and Social Sciences

We are learning to explain how people in communities make decisions about the use of resources to meet their needs and wants.

Technologies

We are learning to design and make a product that supports wildlife to coexist with humans in the school environment.

Health "Growing Up"

We will investigate developmental changes and transitions associated with growing up and access and interpret health information to create 'The development game'.

The Arts

We are learning to make and explore media artworks, using knowledge of pop art, shadows, lighting and videography.

Music "Going to the Movies"

We are learning to compose, perform and respond to how the elements of music are used to communicate meaning in music for film.

HPE- Movement "Tchoukball"

We are learning to practise and refine throwing skills and teamwork in a fast-paced game called Tchoukball, involving a limited number of passes, a trampoline goal net and some quick thinking required.