

Year 3 - Term 2

English Unit 2 – ‘Investigating Characters’

Students are continuing to learn to write an imaginative narrative on a familiar theme of ‘friendship’ that develops characters.

Throughout this unit students will:

- write using the narrative structure (orientation, complication, resolution) to express and develop in some detail events, ideas and characters.
- understand how language features are used to link and sequence ideas.
- understand how language can be used to express feelings on topics.
- comprehend literal and implied meaning in a text and identify and explain the author’s use of language.

English Unit 3 – ‘Exploring Character and Setting in Text: Procedural Presentation’

Students are learning to create and present a spoken procedure in the role of a character from a story, where the character is explaining how to do something.

Throughout this unit students will:

- write a text to express and develop events, information, ideas and characters for a familiar audience
- use language features to link and sequence ideas
- make a presentation to peers

Maths Unit 2/3

Students are learning to:

Recall addition and subtraction facts

- apply place value understanding to partition, rearrange and group numbers
- count forwards and backwards by 10 involving three-digit numbers
- tell time to the nearest minute
- solve problems involving time
- investigate the relationship between units of time

Science -‘Is it living?’

Students are learning to group living things based on observable features and distinguish them from non-living things.

HASS (Humanities and Social Sciences) Unit 1 - ‘Our Unique Communities’

Students are continuing to learn to conduct an inquiry to answer the following question: *How and why are Anzac Day commemorations significant for different groups?* Students will pose questions, locate information, sequence information and identify a point of view.

Health Unit 1 - ‘Feeling Safe’

Students are learning to investigate how emotional responses vary and understand how to interact positively with others.

Students use decision-making and problem-solving skills to select and demonstrate strategies that help them stay safe.

HPE - “Take your marks, get set, play” Part 2.- Students are learning to refine the fundamental movement skills of running and jumping and apply movement concepts and strategies in games to solve challenges. They understand and explain the benefits of being physically active.

Technologies – ‘Game Developers’

Students will be using Sphero to create a handheld game using a visual programming language. They will identify an audience for their game and describe the digital system required for their game to work. Students will name programming blocks and implement a sequence of code to make a game for another user to play. They will evaluate the success of their game using a design criteria.

The Arts – ‘Drama’

Students will be creating a drama about an endangered animal. They will introduce characters, create a problem to be solved and solve the problem using relationships, time, tension and place.

Music Unit 1 – ‘Songs of Australia’

Students are continuing to learn to compose, perform and respond to Australian music.