



Annandale State School Curriculum Newsletter Term 3

4/5E1



English

Students are exploring how persuasive texts use evidence, reasons and persuasive language to influence an audience.

They will develop and present arguments that encourage others to take action to improve their school, community or environment.



Mathematics

Students are developing their understanding of fractions, decimals and percentages and applying their skills to solve real-world mathematical problems. They are also investigating measurement, perimeter, area, angles, 3D objects and nets, while building confidence in mathematical reasoning and problem-solving.



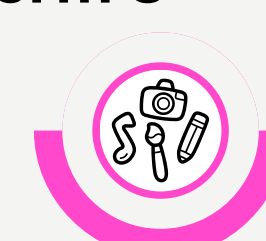
Science

Students are investigating how weathering, erosion, transportation and deposition change Earth's surface over time. They will examine how human activities impact landscapes and explore how scientists, Traditional Owners and communities work together to protect environments from erosion.



HASS

Students are exploring the connections between places, people and cultures in Australia and Indonesia. They are investigating how resources can be used to benefit individuals, communities and the environment, while considering ways people can create positive change locally and globally.



Arts

Visual Arts – Tiny Worlds
Year 4 students are exploring how artists use visual art elements to represent imagined environments inspired by real places. Through drawing, painting, collage and construction techniques, they will experiment with colour, shape, texture and space to create miniature and imaginative worlds that reflect human connections to different environments.



Health & Physical Education

Students are analysing health information to make informed decisions about nutrition, wellbeing and healthy lifestyles. They are also refining movement skills, applying game strategies, and learning how teamwork, inclusion and fair play contribute to success in a range of physical activities.

- **Family Debate Night:** Debate a fun issue and support ideas with reasons and evidence.
- **Community Detective:** Identify something that could be improved in your neighbourhood and suggest solutions.
- **Convince Me Challenge:** Persuade a family member to support an idea using facts and strong arguments.
- **Ad Detective:** Watch advertisements and identify the strategies used to influence people.
- **Pitch a Project:** Design an idea to improve your school, local park or community.
Ask questions such as:
 - *What evidence supports your argument?*
 - *What makes an argument strong and convincing?*

- **MasterChef Maths:** Double or halve a recipe and calculate the new ingredient amounts.
- **Sale Hunter:** Find discounts in catalogues and work out fractions, decimals or percentages saved.
- **Angle Hunt:** Search for acute, right and obtuse angles around the home.
- **Room Designer:** Measure a room, garden or outdoor area and calculate its perimeter or area.
- **Box Builder:** Unfold a cereal box and investigate the net that creates the 3D shape.
Ask questions such as:
 - *How do fractions, decimals and percentages connect?*
 - *How do you know your answer is reasonable?*

- **Erosion Engineer:** Build a sand or soil landscape and test ways to prevent erosion.
- **Nature Detective:** Look for examples of erosion during a walk at the beach, creek or park.
- **Water Challenge:** Compare how different surfaces react when water is poured over them.
- **Future Landscapes:** Predict how a local area might change over the next 50 years.
Ask questions such as:
 - *What is the difference between weathering and erosion?*
 - *What evidence shows that a landscape is changing?*
 - *How can people reduce the effects of erosion?*

- **Passport to Indonesia:** Explore Indonesian food, music, language or traditions as a family.
- **Waste Warrior Challenge:** Audit your household rubbish and find ways to reduce waste.
- **Map Explorer:** Compare Australia and Indonesia using maps, photos and online resources.
- **Community Connector:** Identify ways people in your community help others or care for the environment.
- **Global Thinker:** Discuss how choices made in one country can impact people in another.

Visual Arts – Say It With Art
Year 5 students are exploring how artists communicate ideas and messages by transforming everyday objects and using non-traditional art materials in creative ways. They will investigate how artworks can be reimagined and re-contextualised to express opinions, tell stories and encourage audiences to think differently about the world around them.

- **MasterChef Makeover:** Redesign a favourite family meal to make it healthier.
- **Label Detective:** Compare food labels and identify the healthier choice.
- **Family Fitness Challenge:** Create a weekly challenge involving walking, cycling or active games.
- **Game Changer:** Play a family game and invent a new strategy or rule to make it more inclusive.
- **Hydration Challenge:** Track water intake for a day and discuss healthy drink choices.