

Year 6 / 7 Dawson Term Overview 2020 Term 3

English

Language and Literature- Students will read and discuss a range of texts and compare the language and grammar choices made by different authors for different audiences and purposes. Regular writing exercises will build the capability of students to make purposeful language choices, use a range of sentence types, and strengthen their understanding of narrative structure, themes and literary devices.

Students will use the Brightpath skills continuum to set their own writing goals, based on feedback from teacher, peers and self-assessments.

Literacy- Students will continue to use the Words Their Way program to develop their understanding of spelling patterns and rules, word origins and variations, and to extend vocabulary. They will sometimes be given word lists without headings and will need to analyse the sounds and letter patterns to determine the criteria for each sort. They will then share their lists using Seesaw so that they can practise at home. Word study tests will be every second Friday and will assess accuracy, analysis of word structures and meaning of words. Grammar and punctuation will be explicitly taught and attention to mechanics and usage explored through weekly editing exercises.

The Arts

Students will have the opportunity to use a range of materials and techniques to design and create craft and advertising material for Big Business.

They will work collaboratively and use appropriate tools and products to produce mosaic artworks which will be displayed around the school.

Students will use the programs *Garage Band* and *Movie Maker* to produce parodies of pop songs which teach others about using operations with fractions.

Humanities and Social Sciences

Our topic for inquiry this term is ***Economics and business***. Students will observe the economies at work all around them and develop understanding of terms associated with business including; goods and services, budgets, salaries and piece-work, profit and loss. They will investigate what it takes to make a business work and ask questions about the sustainability of various local businesses.

Year 6 and 7 students will participate in this year's Big Business program. They will conduct market research to determine which products are popular with their target markets. They will develop digital literacy skills through the use of online surveys and website building tools. They will explore a range of marketing strategies and create persuasive texts to promote their products.

Maths

Our focus area for maths this term is ***Algebra***. Students will build upon their prior learning of patterns and begin to develop their understanding of functions and variables. They will use pronumerals to generalise a rule, and identify and group like terms to simplify and solve equations. New vocabulary will be explicitly taught and opportunities provided for practice through fluency games and drills. Students will broaden and deepen their understanding of concepts in algebra through problem solving activities which encourage questioning, risk-taking, collaboration and logical reasoning.

Students will revise and reinforce their understanding of fractions by collaborating with peers to create a pop-parody which explains complicated operations in simple terms.

The Big Business project will give students the opportunity to apply their mathematical understanding in real-world situations. They will calculate profit and loss, use operations with decimals and percents, and construct a range of tables and graphs to present their business plans and sales information.

Technologies

Design and technologies- Students will use the engineering design process to investigate and create prototypes for their Big Business project. They will collaborate to generate ideas, select and analyse materials, and create, test and improve their products until they are suitable for their intended markets.

The cross-curriculum priority ***sustainability*** will play a significant role in the development of products for sale, as well as in the marketing and packaging of goods.

Digital technologies- Students will develop skills in the use of digital technologies throughout the Big Business project by learning about website design, producing advertising material, and researching products which up-cycle existing goods and produce as little waste as possible. They will become familiar with accepted ethical, social and technical protocols for online collaborations.

The use of digital systems is interwoven throughout all learning areas. Students regularly access and submit learning through programs such as Seesaw, Mathletics, and Listenwise.

Health and Physical Education

Mr Griggs will continue to run our Physical Education program. This term, students will have the opportunity to be involved with netball and soccer.

Our Play is the Way program will give students an opportunity to work together and build skills with collaboration by developing and teaching the games to each other.

Class health lessons will focus on building our understanding of child protection curriculum including cyber safety, bullying and by standing, and reinforcing our school values.