## Term Learning Overview

### Eastern Fleurieu School

<table>
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<th>Teachers:</th>
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<tr>
<td><strong>Tom Bilney</strong> - Mon, Tues &amp; Wed</td>
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### Integrating Theme/Focus

**If The World Were A Village**

#### Important Events

- Quality Start
- Acquaintance Night
- Tuesday 10th March – Pupil free day
- Swimming lessons
- Sports Day

### Health/Physical Education - Mr. Bilney

- Students will be working through the Child Protection Curriculum and focussing on Relationships.
- What’s the Buzz? Social skills enrichment program.
- Team and individual movement skills

### History - Mr. Bilney

**Australian as a Nation**

Where do we come from?
- Migrating to Australia – experiences and contributions
- If The World Were A Village

**Geography - Mr. Jude**

- Geographical Knowledge and Understanding

Revision of Australian States/Territories/Capital Cities
- Map features and mapping skills
- Exploring different types of vegetation in Australia and different countries and the lives the vegetation supports.

### Mathematics (Mr. Bilney & Mr. Jude)

**Number and Algebra**

Focus on using Natural Maths strategies to develop skills with addition, subtraction, multiplication and division in simple and complex word problems.

Develop knowledge of multiplication and related division number facts up to and including 12 x tables.

Recognise the properties of prime, composite, square and triangular numbers.

**Location and Transformation**

Use simple scales, legends and directions to interpret information contained in basic maps.

Using a grid reference system to describe locations. Describe translations, reflection and rotations of 2D shapes.

Applying enlargement transformations to familiar shapes and making comparisons.

**Measurement**

Choosing and using appropriate units of length, area, volume, capacity and mass.

Convert between units of time and explore 24 hour time

### Science - Mr. Jude

**Biological Sciences**

- Exploring the life cycles of living things and the environmental factors that can affect them
- Exploring the interdependence between plants and animals
- Investigating structural features and adaptations of living things over time.
- Migration and hibernation

### Design & Technology - David Crossman

- Students will generate, develop, design and demonstrate more complex projects using Scratch. They will develop projects designed for various audiences. They will logically use more complex steps to create various projects demonstrating a better understanding of Scratch. They will evaluate both their own projects and others based on criteria of success and propose possible solutions to problems. They will explore more complex ways to create animations, puzzles, mazes, Maths activities, story books and own projects.