## YEAR FIVE - Term 1, 2015

Class Teachers: 5 Yellow- Mrs Christina Soliman, 5 Blue- Mrs Cheryl McGannon / Mr Faccin (Thursday)

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<th>Key Learning Area</th>
<th>Topics</th>
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| **Religious Education** | **A Time For Reconciliation**  
In this unit students analyse the parable of the Prodigal Son in a study of Lent as a season whose liturgy challenges and invites us to conversion and reconciliation with God and others. Students will interpret the parable’s message within the context of the Lenten liturgy and the celebration of the sacrament of Penance.  

**Easter Triduum - The Way Of The Cross**  
In this unit students will study and celebrate the events of the Passion of Jesus as recorded in the Gospels and celebrated on Good Friday. Students will relate Jesus’ feelings as presented in the Gospel accounts of the Passion to times when they and others may have experienced hurt and disappointment.  

**Easter Season: Follow Me**  
In this unit students will explore what Jesus meant by the invitation, ‘Come, follow me’ with reference to the Gospel reading of the Easter Season. |
| **English**             | Students will participate in Reading, Writing and Talking and Listening activities each day for two hours. Student’s daily writing activities draw from a range of types including imaginative, informative and persuasive. Students participate in daily shared, modelled and guided reading, a variety of menu board activities and are encouraged to read at home each night. |
| **Mathematics**         | **EMU** (Extending Mathematical Understanding)  
**Working Mathematically: Developing Efficient Numeracy Strategies in:**  
Whole Number  
Multiplication and Division  
Chance  
Data  
Patterns and Algebra  
Length  
Volume and Capacity  
Area  
2D/3D Space  
Mathematics lessons all include a 10-15minute warm up activity, a rich task or open task/investigation (35-40mins) and a 10minute time of reflection. |
| **Science and Technology** | **Desert Survivors**  
Students will investigate their questions and predictions by analysing collected data, suggesting explanations for their findings, and reflecting on the processes undertaken.  

Students will describe some observable changes over time on the Earth’s surface that result from natural processes and human activity.  

Students will also describe ways that science knowledge helps people understand the effect of their actions on the environment and on the survival of living things. |
| History Unit | The Australian Colonies  
This topic provides a study of colonial Australia in the 1800s. Students look at the founding of British colonies and the development of a colony. They will learn about what life was like for different groups in the colonial period. They will also examine significant events and people, political and economic developments, social structures and settlement patterns. |
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<td>Bring Your Own Device + eLearning</td>
<td>Students will be allowed to bring their own devices to use in the classroom. The students will be discovering a variety of 21st century technology skills including multimedia presentations, sourcing and evaluating information from the internet, apps for learning, team work, blogging, email, journal writing, photography and movie making etc.</td>
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| Personal Development and Health | Bounceback: Core Values & Emotions  
The Bounce Back unit, Core Values & Emotions, provides students with opportunities to develop and implement core values such as: honesty, accepting differences, cooperating, being fair, being friendly, being respectful, good manners, self-respect, responsibility, supportive and kind. In addition it allows students to explore a variety of different emotions. It also helps them learn skills to deal positively with hard and/or confusing emotions. |
| Physical Education | Weekly Sport Program includes the beep test, a variety of games including ball games, cross country training and golf. |
| Creative Arts | Visual Arts: Expressionism  
This unit explores the art movement of Expressionism by examining the artworks and techniques used in this genre of Art. Children will experiment with the techniques of distortion, exaggeration, bold colour and line using digital technology in order to modernise Expressionism for their generation. Students will analyse Edvard Munch's, "The Scream" in order to appreciate how emotion and feeling are highlighted in this style of art. Children will use the understanding and techniques acquired in the unit to create their own artwork utilising mixed media including digital technology and traditional mediums. |
| | Music: Strings Program – Mr Jackson  
Drama Literacy – Drama Literacy is taught by Mr Tim. Learning experiences are literacy based and taught through creative arts experiences. Activities are also integrated into class activities during menu board and writing. |
Apps for Homework in Year 5

- **Keynote** – Keynote is an app that can be used for any subject. Presentations can be made on any subject eg. A book, an excursion, essay, story, maths, holiday, sleepover, animals, games etc. both text and pictures can be added into the presentation.

- **Pages** – Pages is an app that can be used for any subject. It can be used to create an essay, poster, report, recount, visual report, research, note taking, letter, flyers, posters, maths strategies/games, newsletter, brochure etc.

- **Calendar** - Calendar can be used to set reminders for birthdays, homework, school events etc.

- **Camera/photos/video** – Photos/videos can be placed into albums, photos/videos can be taken and used in other apps eg Keynote, pages, i-photo etc.

- **Clock** - The clock app can be used as a stopwatch, timer, alarm, world clock.

- **Maps** – The maps app can be used to look at maps, get directions, find out how long it takes to get somewhere in minutes & hours, 3D maps available, satellite & hybrid maps available.

- **Video** - The video app can be used to store songs, albums, books, audio books, movies, TV shows, podcasts.

- **Notes** – The notes app can be used to record notes, instructions, homework, journal entries, maths tasks etc. This app also has a voice to text component that allows students to talk into the microphone and the spoken words are then converted into written words on the note. This app can be used in numerous ways for example a student could read a book/paragraph/instructions etc into the microphone and the words are translated into text.

- **Dictionary** – The dictionary app can be used as a dictionary, thesaurus, word of the day, it stores recent words that have been looked at, favorites and it also has the voice/microphone option. Therefore if a student is looking for a word but doesn’t know how to spell it they can say it into the microphone and the app will automatically find the word for them.

- **I-Movie** – I-Movie can be used to create an i-movie on any subject, a trailer (this is a smaller version of an i-movie) videos, photos and text can be added to a presentation in this app.

- **Garage Band** – Garage Band can be used to create music, songs, poems, raps etc. using a variety of instruments. This app also has the audio recorder so you can record your own voice or any other sound and integrate it into what you are creating.

- **Self Service** - This app can be used to download the required apps for school & classroom use.

- **Kidblog** – Kidblog is an app that can be used for any key learning area.

- **Sock Puppets** – Sock puppets is an app that can be used for any subject. Backgrounds and voice recording can be added to make the sock puppet talk/explain anything you want it to.

- **Chicktionary** – This app allows learners to play a literacy game where they use letters to make as many words as they can. They can look up the definition of a word and the more letters they use the higher amount of points they earn.

- **Pic Collage** – Pic collage is an app that enables learners to make a collage of different pictures/photos. It has a variety of templates that can be used or you may create your own. This app can be used for any key learning area and learners can also use their pic collage that they have created and put it into various other apps.

- **Tellagami** – Tellagami is an app that can be used for any subject. A gami (character) can be created along with a background. The gami will say what ever you would like it to, therefore it can tell a story, explain how to play a mathematics game etc. Learners can either type in the text they want the gami to say or use the voice recording option.

- **Popplet** – Popplet can be used for any key learning area. It can be used for brain storming ideas or explaining the work flow of a learning task.

- **Tangrams** – Tangrams is a mathematical app that allows learners to use the puzzle pieces to create the required picture. Learners can slide, flip & rotate the pieces but all must be used to successfully create the picture.
- **Number Rack** – This is a mathematical app that can be used for addition, subtraction, multiplication & division tasks. This app is like an bead string or bead kebab.
- **Real 3D Dice** – Real 3D dice is a mathematical app that can be used in place of real dice.
- **i-Photo** – This app can be used for any subject. It allows users to create a photo book, slideshow or a web journal.
- **Numbers** – Numbers is an app that can be used for English and Maths. Learners can create a poster, report, assignment/task, recipe, schedule, calendar, checklist, procedure etc. on any topic. Tables, charts, graphs etc can also be created.
- **Wheelers ePlatform app** – This gives the students access to online library books. They can borrow up to 3 books at a time and read them at their leisure.
- **Number Battle** – A mathematical game interactive with different levels. This can be played individually or with other year 5 students.
- **Glo Bible** – An app that allows access to prayers, verses, parables etc.
- **Puppet Pals 1 and 2** - This is an app that can be used for any subject. Backgrounds and voice recording can be added to make the puppet talk/explain anything you want it to.
- **Poptile/Color Tiles** – This app is mathematical and is great for a variety of learning experiences eg. Place Value.
- **BaseTenBlocks** – A mathematical app that utilises visual information and enhances algorithms with and without trading.
- **Drawing Pad** – This app can be used for any key learning area. Students can create pictures, drawings, backgrounds that can be added to multimodal presentations etc.
- **Megaphoto** - This app can be used for visual arts and other key learning areas. Students can change characteristics of pictures and photos.
- **YouTube** - Youtube can be used in any key learning area to watch short clips on a specific topic etc.

[www.understandingfaith.com.au](http://www.understandingfaith.com.au) This is a website our students now have access to. It supports their studies in Religious Education. Click on the Primary link and enter the following Log In Details to access the website:

Username: ceo.parra.1769

Password: ceo.parra.2015