YEAR FIVE - Term 3, 2017

Class Teachers: 5 Yellow- Miss Whitney, 5 Blue- Miss Saaib

Key Learning Area	Topics
Religious Education	**Confirmation** In this unit, students will learn about the Sacrament of Confirmation in a way which complements their sacramental catechesis and preparation for the parish celebration of the sacrament. They will also learn about the Holy Spirit as revealed in Scripture and in the doctrine of the Church. **Living the Message of Jesus** This unit explores the call of baptised Christians to live as Jesus teaches in loving service of others. Students demonstrate an understanding and appreciation of Christian life as responding to God's love of us and of all creation, through the strength of the Holy Spirit.
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	**What's The Matter** In this unit students will explore the properties of solids, liquids and gases through a series of collaboration inquiry-based learning activities. Students are supported to plan and conduct an investigation of whether the observable properties of materials change with temperature.

History	**The Australian Colonies** his 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 learn about what life was like for different groups in the colonial period. They examine significant events and people, political and economic developments, social structures and settlement patterns.
Bring Your Own Device + eLearning	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.
Personal Development and Health	**I Like Me (W1-11)** Through this unit, students will study their roles and responsibilities in developing and maintaining positive relationships. Students will learn about how their body's grow and change.
Physical Education	Throughout the term, students will be developing their skills through Basketball and soccer
Creative Arts	**Visual Arts: Animations** Students will understand how animators (think and what an audience may think about their work when they make art -Students will use paint, Ipads, oil pastels and coloured pencils and a variety of media to build animations -Students will interpret the meaning of a variety of animations by taking into account relationships between the artwork/animation, the world and the artist/animator -Use particular artistic traditions guided by the teacher's instruction in animation and experiment with techniques, tools and graphic schema -Students will incorporate the I-Learn Project into the art unit and use applications to produce animations **Music: MS Fiona Hill** **Drama Literacy: Mr Tim Martin** **This unit is taught along with the classroom teachers (Miss Saaib and Miss Whitney)**

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 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: 2016.ceo.parra