2024 Term Two Overview - Year Five

Religious Education	<u>English</u>	<u>Mathematics</u>	<u>Inquiry</u>	Wellbeing	<u>Specialists</u>
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Prayer

They will use elements of dance and movement possibilities, collaborating with peers to create a choreographed dance routine. They will investigate ways to provide constructive feedback in order to collaborate more effectively. **Digital Technologies** Students will be introduced to Python Coding through the online game-based program CodeCombat. In this program, they will work through a course that will engage them with basic programming concepts, such as algorithms, syntax, loops, and variables, through the familiar experience of a video game. Students will also use the LEGO SPIKE Robotics kits and software to create their own robots. They will program their robots using block coding software aimed at: - Develop solutions to specific real-life problems. - Develop STEM skills within a space setting.

also explore dance this term.

Positive Behaviour for Learning

Respectful: I allow others to learn

Resourceful: I give it a go and keep on trying

Responsible: I stay on task

Safe: I follow staff members instructions

Learning Dispositions: The following dispositions will be taught through all Curriculum areas: reflective, collaborative, curious, creative, flexible, self-motivated and persistent.