

2024 Term Two Overview - Year Six

Religious Education

Scripture and Jesus

Students will:

Investigate what daily life was like in the time of Jesus.
Explore various scripture passages about Jesus and his life
Make connections between scripture passages and their own experiences
Reflect on the teachings of Jesus and how they impact their lives and decisions

English

Reading

Students will:

Apply a range of comprehension strategies, when exploring fiction and nonfiction texts
Use research skills to locate and organise information
Identify and explain cause and effect relationships within texts
Apply a variety of strategies to comprehend unfamiliar vocabulary
Build reading stamina
Engage in Book Club discussions to share their thoughts, connections and questions about a text.

Writing

Students will:

Explore the writing

Mathematics

Number and Algebra

Students will:

Apply efficient mental and written strategies to solve multiplication and division equations
Use the BODMAS strategy to solve problems using the order of operations
Explore and use a range of problem-solving strategies in a variety of contexts

Measurement and Geometry

Students will:

Transform shapes through translation, reflection and rotation
Describe locations using a Cartesian plane

Inquiry

Our World, Our Future

Students will:

Explore the relationship between living things and how

process by planning,
drafting, editing, revising
and publishing different
texts for a variety of
purposes.

Investigate how words
are constructed and
explore different spelling
patterns and word parts.

Explore text structures
and language features of
writing pieces that inform

Examine vocabulary
choices

Incorporate researched
information into
informative writing pieces

Speaking and Listening

Students will:

Present researched
information to an
audience

Apply subject-specific
language when
communicating with a
range of audiences

Share connections
between their own
experiences and those of
characters and events
represented in texts



monologues and analyse parts to add to their own performance. They will select stagecraft elements to enhance their monologue and rehearse and perform to an audience. Students will explore techniques and styles associated with a theatre practitioner. They will engage in activities and games which allow them to investigate new ways to present drama.

Digital Technologies

Students will be introduced to Java Coding through the online game-based program called *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 to:

- Develop solutions to specific real-life problems.
- Develop STEM skills within a space setting.

Respectful: I speak and act politely

Responsible: