AUSTRALIAN CURRICULUM
VERSION 9

HASS
Becoming A Nation
BIG IDEA: CITIZENSHIP

Australia became a nation on 1 January 1901, when six separate colonies united to form the Commonwealth of Australia. But what ideas, events and people led to Federation—and how does our Parliament work today?

In this unit, Year 6 students will investigate the events, ideas and key people that led to Federation, including the challenges faced by the colonies and the role of figures such as Henry Parkes. Through inquiry and analysis of historical sources, students will explore why Federation was significant and how it shaped Australia as a nation.

Students will also learn about the structure of the Australian Parliament and how a bill becomes law. To apply their learning, students will participate in a "Kids' Parliament" simulation, taking on roles such as Prime Minister, Speaker and Members of Parliament as they debate and vote on a proposed class bill.

This unit reflects our school's Design Principle of Empowerment (giving the students a voice and agency).

ENGLISH
Short Stories
Focus: Writing and Creating

In English, the students will be studying the craft of writing a short story by reading and analysing the stories of authors like David Walliams and Morris Gleitzman. They will learn about the narrative structure and how words, figurative language and a range of sentences can add descriptive details and tension.

They will plan, write and edit a short story about a character that faces a conflict because of a bad habit. Students also reflect on the writing process when making and explaining editorial choices through conferences and apply feedback to polish their work.. Their peers will become their audience for their final short story.

MATHEMATICS

Concepts covered in Term 1 include:
Number

- Recognise situations, including financial contexts, that use integers (positive and negative numbers); locate and represent integers on a number line
- Use integers to represent points on the four quadrants on a Cartesian plane
- Build fluency and a range of strategies to solve arithmetic problems involving addition, subtraction, multiplication and division

LATEST DATA SHOWS:
More kids are choosing to ride bikes to school every day!

SCIENCE – Life on Earth

In this unit, students will explore the environmental conditions that affect the growth and survival of living things, with a focus on mould and the conditions that allow it to thrive. Through hands-on learning, students will pose questions and use simulations and fair tests to plan and carry out scientific investigations.

To conclude the unit, students will recommend practical actions to create environments that help prevent mould.

HEALTH
Who Influences Me?

Students explain the influence of people and places on identities. They examine influences on health behaviour and construct a health message for their peers.

Space

- Locate points in the 4 quadrants of a Cartesian plane; describe changes to the coordinates when a point is moved to a different position in the plane
- create tessellating patterns and geometric patterns using combinations of transformations.

Statistics

- Investigate how data is used in the media to mislead.
- Critique arguments presented in the media based on statistics.
- Collect and collate data on the classes use of single use plastic
- Create mathematically appropriate and purposeful data displays, using digital tools to compare the results

SPECIALISTS

MUSIC – Get Your Strum On

In Year 6, students focus on ensemble playing and performance using the guitar. They explore different musical parts, play simple patterns and riffs whilst rehearsing music as a group. Listening to each other, working as a team and enjoying the experience of making music together are key parts of the learning.

HPE – Move and Play

Students refine and further develop a wide range of fundamental movement skills in more complex movement patterns and situations. They also apply their understanding of movement strategies and concepts when composing and creating movement sequences and participating in games and sport.

DIGITAL TECHNOLOGY -
The Year 6 Census

In Digital Technology, students will investigate how information systems meet needs. They will use digital tools to conduct a Year 6 census by collecting and representing data using digital systems including an interactive spreadsheet.

LOTE - Piacere

In Italian students will deliver a role play designed to demonstrate basic language skills in Italian, such as introducing themselves, exchanging personal information and describing their physical appearance. This will build on the foundational skills built in Year 5.