



Aspley State School

2025 Term 2 Parent Term Overview: Year 3

Key Learning Areas	Overview of Learning	Assessment Items
English	Students engage with a range of informative texts that present content of increasing complexity and technicality about topics of interest and topics being studied in other learning areas. Imaginative texts with related themes and topics may be selected to build background knowledge and vocabulary. Students read, view and comprehend texts using phonic, morphemic and grammatical knowledge to read accurately and fluently as independent readers. They begin to evaluate texts by drawing on a developing knowledge of context, text structures and language features. Through texts, students identify how informative texts such as factual descriptions, information reports, procedures and explanations are typically organised and how authors use language and visual features to present relevant information.	Reading, Viewing and Comprehending Informative Texts <ul style="list-style-type: none"> Read, view and comprehend a simple informative text Writing and Creating Informative Texts <ul style="list-style-type: none"> Create a written and multimodal informative text for an audience
Mathematics	<p>As students continue to develop their proficiency and positive attitudes towards mathematics and its applications, they:</p> <ul style="list-style-type: none"> manipulate numbers using a range of strategies, including partitioning and regrouping, that are based on understanding and fluency with single-digit addition facts and place value in the base-10 number system develop, extend and apply addition and multiplication facts and related facts for subtraction and division through recognising connections between the operations and developing automaticity for 3, 4, 5 and 10 multiplication facts through games and meaningful practise use a modelling context to formulate, choose and use calculation strategies in order to communicate solutions with reasoning make estimates when solving problems to determine the reasonableness of calculations when checking the solution recognise the relationship between dollars and cents and learn to represent money values in different ways identify everyday situations, when using metric units to measure and compare events and duration. 	Number and mathematical modelling Purpose: To partition, rearrange and regroup numbers to solve addition, subtraction and multiplication problems, using estimates to determine the reasonableness of calculations. To use mathematical modelling to solve problems. Measurement Purpose: To estimate, compare and measure the duration of events using formal units of time.
Science	Students learn about grouping living things based on observable features and that living things can be distinguished from non-living things. They justify sorting living things into common animal and plant groups based on observable features. They also explore grouping familiar things into living, non-living, once living things and products of living things. Students understand that science knowledge helps people to understand the effect of actions. They use their experiences to identify questions that can be investigated scientifically and make predictions about scientific investigations. Students identify and use safe practices to make scientific observations and record data about living and non-living things. Students use scientific language and representations to communicate their observations, ideas and findings.	
Humanities and Social Sciences (HASS)	Students will investigate how people contribute to their unique communities. They will explain how and why people participate in and contribute to their communities. Students will sequence information about events and individuals in chronological order and develop a point of view about the importance of different celebrations and commemorations to different groups of people.	
Health and Physical Education (HPE)	Health: Students will explore the concept of sustainable practice and the ways that they can contribute to the sustainability of the environment in their home, classroom and school. Physical Education: Students will develop the fundamental movement skills of running, jumping and throwing. They will practise and refine these skills in individually based activities. Students will apply these skills in simple games and group challenges by refining movement concepts and strategies. They will also explore the benefits of physical activity to health and wellbeing.	
Technologies: Digital Technology	Students will explore and use a range of digital systems including peripheral devices and create a digital solution (an interactive guessing game) using a visual programming language.	
Languages: Japanese	Students will use language to explore the concept of school life in Japan and make connections with own school experiences.	
The Arts: Music	Students will make music and respond to music, exploring the songs used in celebrations and commemorations from a range of cultures including music for special occasions around the world.	