



Aspley State School

2025 Term 4 Parent Term Overview: Year 4

Key Learning Areas	Overview of Learning	Assessment Items
English	Through a novel study, students identify characteristic stages of narrative texts, for example, orientation, complication and resolution. They describe how authors use language to develop character, setting and plot tensions, and literary devices to shape meaning. Students read, view and comprehend a short novel which describes sequences of events that develop over chapters, and unusual happenings within a framework of familiar experience. The novel supports and extends students as independent readers as they integrate phonic, semantic and grammatical knowledge to read accurately and fluently. Students engage in writing and learning experiences to create written responses about what they have read, using paragraphs to organise and link ideas, and language features including complex sentences, topic-specific vocabulary and literary devices. When creating written texts, students use phonic, morphemic and grammatical knowledge to correctly spell multisyllabic and multimorphemic words.	Reading, Viewing And Comprehending Narrative Texts Students read, view and comprehend an imaginative text Writing And Creating Narrative Texts Students create a written adventure narrative.
Mathematics	Students further develop proficiency and positive dispositions towards mathematics and its use as they: <ul style="list-style-type: none"> • build fluency with addition and multiplication facts to add and subtract, multiply and divide numbers efficiently • use algorithms to generate sets of numbers, recognising and describing any patterns that emerge • develop and use strategies for multiplicative thinking such as creating an algorithm that will generate number sequences involving multiples • draw on reasoning skills to analyse, categorise and order chance events and identify independent and dependent events when conducting a chance experiment • investigate variability by conducting repeated chance experiments, observing and communicating results. 	Number, Algebra and Computational thinking Students find unknowns in equations involving addition and subtraction and follow and create algorithms and identify emerging patterns. Probability and Probability experiments/simulations Students order events in terms of likelihood, identify independent and dependent events and conduct repeated chance experiments, describing results.
Science	Students use games to investigate and demonstrate the direction of forces and the effect of contact and non-contact forces on objects. They use their knowledge of forces to make predictions about games and complete games safely to collect data. Students use tables and column graphs to organise data and identify patterns so that findings can be communicated. They identify how science knowledge of forces helps people understand the effects of their actions.	
Humanities and Social Sciences (HASS)	What were the short- and long-term effects of European settlement? In this Unit, students will: <ul style="list-style-type: none"> • Draw conclusions about how the identities and sense of belonging for Aboriginal and Torres Strait Islander peoples in the past and present were and continue to be affected by British colonisation and the enactment of terra nullius • Analyse the experiences of contact between Australia's First Peoples and others, and the effects these interactions had on people and the environment • Make connections between world history events between the 1400s and the 1800s, and the history of Australia, including the reasons for the colonisation of Australia • Investigate the experiences of European explorers, convicts, settlers and Australia's First Peoples, and the impact colonisation had on the lives of different groups of people • Examine the purpose of laws and distinguish between rules and laws and explore the diversity of different groups in their local community • Consider how personal identity is shaped by aspects of culture, and by the groups to which they belong. 	
Health and Physical Education (HPE)	Health: Students participate in partner and group activities to explore the communication skills of respect and empathy and how they support positive interactions. They investigate how heritage and culture contribute to identity. Physical Education: Students perform the refined fundamental movement skills of throwing, catching and balancing and apply movement concepts to solve movement challenges.	
Languages: Japanese	The Journey of the Tale: Students use language to explore the different representations of characters in traditional stories.	
Technologies: Design Technologies	Students investigate how forces and the properties of materials affect the behaviour of a product or system, make a pinball machine, and design a games environment in which it can be used. They explore the role of people in engineering technology occupations and how they address factors that meet client needs.	
The Arts: Music	Students make and respond to music through developing aural skills and the playing, performing and practising of instruments with a particular focus on recorder using elements of music including rhythm, pitch and dynamics in a range of pieces.	