



Aspley State School

2026 Term 4 Parent Term Overview: Year 6

Key Learning Areas	Overview of Learning	Assessment Items
English	Students engage with a range of texts which provide a stimulus for persuasive responses, such as film and digital texts, novels, non-fiction or dramatic performances, and persuasive texts, such as video logs (vlogs), media texts and letters to the editor, as models for creating their own work. Students read, view and comprehend texts that support and extend them as independent readers, monitoring meaning and analysing how text structures and language features work to engage and influence an audience. Through texts, students explore ethical dilemmas or issues in real-world and imagined settings. They examine persuasive techniques and devices, including language choices that evoke emotion and judgements in direct and indirect ways. They explore the use of objective and subjective language and identify bias. Through teaching and learning, students create spoken and written persuasive responses to issues or dilemmas faced by characters in texts and real-world topics. Students use interaction skills and awareness of formality when developing and supporting arguments and sharing opinions in speaking and listening situations.	Speaking And Listening Students create a video message to present an argument to a person of importance.
Mathematics	Students further develop proficiency and positive dispositions towards mathematics and its use as they: • solve problems involving fractions, decimals and percentages of a quantity, including percentage discounts and choosing efficient calculation strategies using digital tools where appropriate • recognise and use rules that generate growing patterns and number patterns involving natural numbers and rational numbers • apply computational thinking to develop algorithms that use rules to generate numbers, such as to find unknown values in patterns • recognise that probabilities of an event can be described and compared numerically • observe and compare long-run frequencies in repeated chance experiments and simulations.	Number, Algebra and Computational thinking Students estimate and solve problems involving rational numbers and percentages, identify and explain rules in growing patterns, and create and use algorithms. Probability and Probability experiments and simulations Students assign probabilities, conduct a chance experiment, run simulations and analyse results to solve a problem.
Science	Students explore the environmental conditions that affect the growth and survival of living things. They use simulations to plan and conduct fair tests and analyse the results of these tests. Students pose questions, plan and conduct investigations into the environmental factors that affect the growth of living things. They gather, record and interpret observations relating to their investigations. Students consider human impact on the environment and how science knowledge can be used to inform personal and community decisions. They recommend actions to develop environments for native plants and animals.	
Humanities and Social Sciences (HASS)	Making decisions to benefit my community: How can resources be used to benefit individuals, the community and the environment? Students: • Investigate a familiar community or regional economics or business issue that may affect the individual or the local community • Examine how the concept of opportunity cost involves choices about the alternative use of resources and the need to consider trade-offs • Identify the effect that consumer and financial decisions can have on the individual, the broader community and the environment • Recognise the reasons businesses exist and the different ways they provide goods and services • Present ideas, findings and conclusions in a range of communication forms that incorporate source materials, communication conventions and discipline-specific terms.	
Health and Physical Education (HPE)	Health: Students explore the feelings, challenges and issues associated with making the transition to secondary school. They devise strategies to assist them in making a smooth transition. Physical Education: Students perform specialised tennis skills. They combine movement concepts and strategies during mini-tennis gameplay to open up space on the court to win points or gain control in rallies. They demonstrate fair play and skills to work collaboratively during tennis activities and games.	
The Arts: Media	Students create a documentary style film to tell the personal story of someone they admire in the community.	
Languages: Japanese	Students explore the concept of change and use language to describe feelings in situations involving change.	
The Arts: Music	Students make and respond to music by exploring the concept of ostinato - a rhythmic or melodic pattern that is repeated throughout a section or a whole piece of music.	