



Year 4 - Term 4 2026

Curriculum Overview

Mathematics

Number, Algebra and Probability

Students will further develop proficiency and positive dispositions towards mathematics and its use as they build fluency with addition and multiplication facts to efficiently add, subtract, multiply, and divide numbers. They will use algorithms to generate sets of numbers, recognising and describing any patterns that emerge. Students will develop and apply strategies for multiplicative thinking, such as creating algorithms that generate number sequences involving multiples. They will draw on reasoning skills to analyse, categorise, and order chance events, identifying independent and dependent events when conducting chance experiments. Additionally, they will investigate variability by conducting repeated chance experiments, observing the outcomes, and clearly communicating their findings.

English

Rowan of Rin

Through a study of the quest novel, Rowan of Rin, students will identify stages of narrative texts and learn about how authors use language to develop character, setting and plot tensions, and literary devices to shape meaning. Students will write their own adventure narrative about rowan and other characters solving a new riddle. They will use paragraphs to organise and link ideas, and language features including complex sentences, topic-specific vocabulary and literary devices.

Health & Physical Education (HPE)

Culture in Australia and health channels

Students will continue to investigate where health information comes from and how to judge whether it is accurate. They will also look at the methods used to influence people's decisions about health and learn how to interpret this information critically.

Swimming

Students will continue to strengthen their swimming skills with a focus on freestyle, backstroke, breaststroke, and diving for races. They will also practise in preparation for their swimming carnival.

Science

Physical sciences

Students will investigate how forces like friction, gravity, and magnetism affect motion and how objects interact through these forces. They will explore real-world applications, such as transport systems, tools and games, including those influenced by Aboriginal and Torres Strait Islander cultures. Through hands-on experiments, students will plan and conduct safe and fair tests, using tools to measure and record data. They will organise their findings in tables and graphs and learn to represent force direction and strength with arrows. By comparing results with peers, students will assess the fairness of their investigations and draw evidence-based conclusions.

Digital Technologies

Logic and loops

Students will deepen their understanding of computational thinking as they progress through levels of Quisi rover, an interactive block coding platform. They will analyse and enhance the usability of Quisi rover, applying coding and design principles to improve the overall user experience.

Chinese

Out and about

Students will continue to participate in listening, speaking, reading and writing activities in Mandarin. They will explore vocabulary and sentence structure relating to food, numbers and money.

Design and Technologies

Rube Goldberg machine

Students will investigate how forces and the properties of materials affect the behaviour of a product or system. They will make a marble run and design a games environment in which it can be used.

Music

Musical characters and action

Students will focus on developing their listening skills and techniques for singing and playing a variety of instruments. Students will learn how to manipulate the elements of music—such as rhythm, pitch, dynamics, and tempo—to create and control specific effects. Through this, they will explore how music can be used to communicate messages and express ideas. As part of their creative work, students will improvise and compose their own music, including creating ostinatos (repeated musical patterns) and accompaniments for the songs they are learning. They will also have opportunities to perform music they have learnt or composed, both individually and as part of a group.

Humanities and Social Sciences (HASS)

Using places sustainably

Students will begin an inquiry to answer the following question: how can people use environments more sustainably? They will explore the concept of 'place' with a focus on Africa and South America and describe the relative location of places at a national scale. Students will identify how places are characterised by their environments and describe the characteristics of places, including the types of natural vegetation and native animals. They will examine the interconnections between people and environment and the importance of environments to animals and people.