



Year 4E - 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

Leo and Ralph

Through a study of the novel Leo and Ralph, students will explore the structure and features of narrative texts and examine how authors develop characters, settings and plot. They will investigate how dialogue, imagery, figurative language and other literary devices are used to create meaning and engage readers. Students will then write their own narrative inspired by the novel, using paragraphs to organise ideas and a range of language features and literary devices to develop character, setting and events.

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

All Shook Up

Students will investigate how earthquakes affect buildings and how engineers design structures to make them safer. They explore forces such as tension, compression and shear, test different materials and structural designs, and examine real-world examples of earthquake-resistant buildings. Using the Design Thinking Process, students then design, build and test a model earthquake-resistant school building on a shake table, before evaluating how well their design meets the challenge.

Music

Recorder and stories

Students will continue their learning and performance of the recorder, whilst reading, writing, singing and responding to related music. They will explore music used for special occasions, music written to tell a story and music to inspire, or inspired by, works of art.

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.