



Year 4E - Term 3, 2026

Curriculum Overview

Mathematics

Number, space and measurement

Students will further develop their understanding of number facts, fractions, and decimals, focusing on how numbers interact and applying efficient strategies to solve practical problems. They will communicate solutions effectively, particularly in contexts involving decimals and real-life scenarios. Students will explore shapes and objects in their environment, representing or recreating these using physical and digital tools. They will measure and estimate attributes of objects using conventional instruments, such as tape measures and measuring jugs, while applying appropriate metric units. Through these activities, students will develop an appreciation for the importance of context and purpose in decision-making, strengthening their mathematical reasoning and ability to apply concepts in everyday situations.

English

Waste Warriors

Students will engage with a variety of persuasive texts through a novel study of Michael Morpurgo's *Kensuke's Kingdom*. They will analyse text structures, language features and cohesive devices, identifying how subjective language, evidence and rhetorical devices are used to influence an audience. Through exploring themes of conservation, human responsibility and adventure, students will evaluate multiple perspectives on authentic issues inspired by the novel. They will synthesise their understanding of persuasive writing by planning, drafting, editing and publishing a persuasive text that presents a well-supported argument for a specific audience and purpose. They will also develop their speaking and listening skills by participating in structured discussions, explaining their ideas with relevant reasons and examples, and using precise vocabulary related to the topics they are studying.

Health & Physical Education (HPE)

Culture in Australia and positive interactions

Students will examine how heritage and culture contribute to identity, how emotional responses vary, communication skills, respect and empathy and how they support positive interactions.

Modified Sport Games

Students will practise and refine fundamental movement skills in a variety of situations. They will perform and apply movement concepts and strategies using equipment, while also adopting inclusive practices during physical activities. Throughout these experiences, students will apply basic rules and scoring systems, with a focus on fair play in all aspects of their participation.

Science

Material use

Students will explore natural and manufactured materials in everyday objects, such as shoes, drink containers, and backpacks, to understand how material properties influence their use. They will investigate why certain materials are preferred or combined for specific purposes, including insights into how Aboriginal and Torres Strait Islander peoples utilise and combine materials. Students will practise fair testing methods, using scaffolds, tables, and digital tools to plan and conduct safe investigations. They will develop skills in accurate measurement and data comparison. Through experimentation, students will examine how scientific knowledge of materials can address challenges like plastic waste.

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.

Chinese

Out and about

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

Digital Technologies

Logic and loops

Students will explore how algorithms and sequences are used to complete tasks, understanding how the order of instructions impacts outcomes. They will refine their coding skills by simplifying code with repeat loops, using 'repeat until' loops for controlled repetition, and applying branching statements for decision-making.

Media Arts

Persuade to protect

Students will explore media artworks that inform the making of a collaborative television-style advertisement, which persuades a targeted audience to protect the environment. They will collaborate to use story principles, time, space and technologies to make and share media artworks that communicate ideas to an audience. Students will describe similarities and differences between media artworks they make and view, and they will discuss how and why they and others use images, sound and text to make and present media artworks.

Humanities and Social Sciences (HASS)

Using places sustainably

Students will answer the inquiry question: How can people use environments more sustainably? They will examine the interconnections between people and environment and the importance of environments to animals and people.