



Year 6 - Term 3, 2026

Curriculum Overview

English

Persuasive Vlog—Healthy Habits

Students will explore persuasive texts, including video logs (vlogs), to create their own persuasive pieces. They will learn how language influences audiences by stirring emotions, shaping opinions, or presenting facts, while also recognising bias in texts. As part of this, students will create persuasive speeches and written responses about real-world issues that matter to them, linking to their Health unit on the importance of physical games and activities to help everyone 'Be Active'. Additionally, students will complete a reading comprehension task connected to their Term 2 HASS unit, Australians as Global Citizens. They will compare how ideas are presented, explore how context shapes texts, and examine how language and visuals influence audiences. These activities will develop critical thinking, communication, and literacy skills, encouraging students to engage with real-world issues and reflect on their role as active, informed citizens.

Mathematics

Number, space and probability

Students will build their confidence by solving real-world problems. They will work with fractions, decimals, and the four operations (addition, subtraction, multiplication, and division). Students will use maths to solve everyday problems, choose the best strategies, and explain their thinking. They will also explore 3D objects using hands-on materials and learn how to calculate the area of a rectangle. They will practise converting between metric units, like metres and centimetres or grams and kilograms, and start using logical reasoning to solve problems with lines and angles. This unit helps students apply maths to everyday life and understand key concepts more deeply.

Health & Physical Education (HPE)

Let's all be active!

Students will examine how physical activity contributes to wellbeing and how technology can support participation. They will also engage in a study of physical activity and food choices of Torres Strait Islanders, Aboriginals, and Asian peoples.

Modified Sport Games

Students will practise specialised movement skills and apply them in a variety of movement sequences and situations, using equipment to propose and apply movement concepts and strategies. They will manipulate and modify elements such as effort, space, time, objects, and people to enhance performance in different movement sequences. They will also develop teamwork skills by participating positively in groups, encouraging others, and negotiating roles and responsibilities.

Science

Chemical Sciences

Students will explore how materials change in everyday situations like dissolving, melting, cooking, and rusting. They will compare the original materials to the new ones to understand how and why these changes happen. They will learn to ask questions like, "What happens when we heat something?" and "Can this change be reversed?" (e.g., melting ice versus cooking an egg). Students will plan and carry out safe experiments to test their ideas, observe what happens, and record their results using digital tools. Through hands-on activities, they will practise identifying changes as reversible or irreversible, improve their methods, and think about what might affect their results. They will use their findings to draw conclusions and explain their thinking. Students will also look at real-world examples, like recycling or making fuel, to see how these changes can help the environment and support sustainability.

Music

Global Rhythms Journey

Students will continue their folksong journey starting in Africa and exploring the Djembe as a communicating instrument. This journey will end back here in Australia singing and comparing a few Aussie and Indigenous classics. They will review their knowledge of musical instruments commencing with the human voice and the development of the Modern Orchestra from the Renaissance to today. The semester will conclude with the preparation and musical performances for the Year 6 Graduation.

Digital Technologies

Designing digital systems

Students will take on the role of user interface detectives, identifying areas for improvement in game interfaces. Through interactive activities and collaborative exercises, they will explore the key elements of user interface design. Working together, students will assess in-game screens, analyse code, and make real-time modifications to improve the user experience. They will also deepen their understanding of algorithms by examining flow chart symbols and decision-making processes in programming. These activities will help students develop critical thinking and problem-solving skills while fostering creativity and collaboration as they enhance their knowledge of user interface design and programming logic.

Chinese

What is character?

Students will participate in listening, speaking, reading and writing activities in Mandarin. They will explore vocabulary and sentence structure relating to personal qualities, abilities and physical appearance.

Media Arts

Documentary—Spotlight on Camp Hill SI&PS

Students will explore the use of documentary codes and conventions to create a media presentation about an aspect of their school.

Humanities & Social Sciences (HASS)

Australia in a Diverse World

Students will demonstrate an understanding of the diversity of places by representing, interpreting and describing data and information about the characteristics of places. Students will explore the key question "How do places, people and cultures differ across the world?" by examining Asia's geographical diversity and Australia's location, comparing economic, demographic and social characteristics of countries, and appreciating cultural diversity - including that of Indigenous peoples. They will investigate Australia's connections with other nations, gather and represent data on large- and small-scale maps using standard conventions. Students will interpret patterns and trends and communicate their ideas and conclusions through a variety of formats that incorporate source materials, mapping techniques and subject-specific terminology.