

Year 3 Curriculum Overview 2018 Term 3 (10 weeks)

English

Procedure (Weeks 1-5)

In this unit students listen to, view, read, compare and write procedural texts with a main focus on healthy eating.

- · Purpose and types of procedural texts
- · Structure of procedural texts.
- · Literary texts
- · Language features of procedural texts.
- · Following procedures
- · Writing GRR

Assessment: Write a recipe on a healthy lunch.

Information Report (Weeks 6-10)

In this unit students listen to, view, read, compare and write information reports with a main focus through the history of Kelvin Grove.

- · Purpose and types of informative texts.
- · Fact and opinion.
- Structure of informative texts.
- · Language features of informative texts.
- · Paragraph structure for informative writing.
- · I Do /We Do Construct an informative paragraph.
- · You Do Write an informative text in pairs.
- · Proofreading and editing skills.
- · Take appropriate notes from an informative text.
- · You Do Independently write an informative text.

Assessment: Write an information report a state or place in Australia.

Excursions / Special Days

Book Week 6/7 HASS incursion/excursion Week 10

HASS

Exploring Places Near and Far

- Mapping Australia, States and capital cities, human and natural characteristics of a place.
- Exploring and comparing neighboring countries and climate types – Aboriginal and Torres Strait Islanders and climate.

Assessment: Information Report on an Australian State – Linked to English.

Technologies

Students will explore design technology through the creation of a commercial on a healthy food product using Movie Maker.

Science

Hot Stuff

In this unit students investigate how heat is produced and the behaviour of heat when it transfers from an object or area to another.

Assessment: Science Investigations – Understanding Heat

HPE

Health: Students will explore the concept of Healthy eating. PE: The specialist PE teacher is focusing on ball skills.

The Arts

Visual Arts: Specialist teacher 3V Media Arts: 3SG 3V, 3B,

3V & 3A

Maths

Number & Algebra

Number & place value

- Identify, read, represent, record, sequence and partition numbers up to 4 digits (9999)
- Identify number patterns to 10 000
- Explore number patterns involving addition and subtraction
- Use place value as a written strategy in addition
- Add and subtract with multiples of 10 and 100
- Recall addition & subtraction facts, including adding & subtracting 8 & 9
- Add and subtract 2- and 3-digit numbers
- Use various strategies to subtract eight & nine from 2-digit numbers
- Use part-part-whole thinking to interpret and solve addition and subtraction problems
- Use written place value strategy in addition and subtraction
- Describe inverse relationship between addition and subtraction
- Solve problems involving addition and subtraction
- Recall 2s, 10s, 1s, 5s and 3s number facts with accuracy
- Represent multiplication horizontally and vertically
- Connect multiplication and division
- Solve problems involving multiplication and division

Fraction & decimals

Represent unit fractions and their multiples of a whole (halves, quarters, thirds, eighths, fifths) as a symbol

Money & financial mathematics

- Represent money amounts
- Choose coins and notes to matchequivalent value
- Calculate change and add totals
- Solve problems

Measurement & Geometry

Using units of measurement

- Measure length (metres, centimetres)
- Measure mass (non-standard units, kilogram)
- Measure capacity (non-standard units, litre)
- Tell the time to the minute
- Solve simple time problems
- Investigate the relationships between units of time

Location & transformation

- Describe and investigate symmetry
- Identify symmetry in the environment

Assessment:

Money – represent money values in various ways and correctly count out change from financial transactions. Multiplication – Represent multiplication and solve multiplication problems using a range of strategies. Number - Patterns and Algebra, Recognize the connection between addition and subtraction, recall addition facts for single-digit numbers, classify number as either odd or even and continue number patters involving additions and subtraction.

Time – Tell time to the nearest minute and solve problems involving time.

Measurement - Measure and compare objects using metric units of length, mass and capacity.