Holland Park State School

2025 Year 4 Curriculum Overview

	Semester 1		Semester 2	
	Term 1	Term 2	Term 3	Term 4
English	**Unit 1 English: Exploring texts and author's language in a familiar narrative** Students discuss and a familiar narrative – "The Twits' or 'Fantastic Mr Fox' and create an imaginative adaptation developing and expanding on ideas, characters, settings and events. The students will share and extend ideas, opinions and information about a short novel for an audience. They will create an imaginative adaptation of the novel in which the read.	**Unit 2: Building an argument – planning for a more sustainable world** Students explore characteristic features used by authors to persuade and build an argument. They engage in shared and independent writing and learning experiences to explore persuasive features of an argument and create texts to present arguments to an audience using features of voice. The students will create a spoken argument to share and extend ideas, opinions and information about a topic. They will read, view and comprehend texts created to influence audiences.	**Unit 3: Examining Traditional Tales** Students engage with a variety of texts for enjoyment and explore how characteristic and language features. Students read and analyse traditional stories from Asia and from Aboriginal peoples' and Torres Strait Islander peoples' histories and cultures. They engage in shared and independent writing and/or learning experiences to create written responses about what they have read, using paragraphs to organise and link ideas, and language features including complex sentences, topic-specific vocabulary and literary devices.	**Unit 4: Reporting on topics of interest or learning** Students explore texts of topics studied in other learning areas (HASS). Students compare texts from different times with similar purposes and explore how authors use informative text structures and language features such as headings, italics and bold text to support readers or viewers to navigate the text. They identify visual features such as images and layout to complement, add to or shape understanding of a topic. Students engage in learning experiences, including shared and independent writing, to create reports about topics that are organised into paragraphs with relevant linked ideas, and use language to express and develop ideas.
Mathematics	**Number and Algebra** • Multiplying and dividing whole numbers by powers of 10 • Exploring equivalence • Finding unknown quantities and values	**Number and Algebra** • Use addition and multiplication facts to add and subtract, multiply and divide numbers efficiently	**Number and Algebra** • Choose rounding and estimation strategies to determine whether results of calculations are reasonable.	**Number and Algebra** • Use mathematical modelling to solve financial problems, formulating the problem using number sentences, solving the problem choosing

	• Use mathematical modelling to solve practical problems, formulating the problem using number sentences, solving the problem choosing efficient strategies and interpreting results in terms of the situation • Properties of odd and even numbers **Measurement and Space** • Converting between units of time **Statistics and Probability** • Identifying dependent and independent events • Predicting the likelihood of an event based on data and chance experiments • Collecting and presenting data	• Recognise equivalent fractions and make connections between fraction and decimal notations. • Count and represent fractions on a number line **Measurement and Space** • Create and interpret grid references **Statistics and Probability** • Create many-to-one data displays, assess the suitability of displays for representing data and discuss the shape of distributions and variation in data. • Use surveys and digital tools to generate categorical or discrete numerical data in statistical investigations and communicate their findings in context.	• Recognise equivalent fractions and make connections between fraction and decimal notations. • Count and represent fractions on a number line • Follow and create algorithms that generate sets of numbers and identify emerging patterns. **Measurement and Space** • Identify line and rotational symmetry in plane shapes and create symmetrical patterns	efficient strategies and interpreting results in terms of the situation **Measurement and Space** • Use scaled instruments and appropriate units to measure length, mass, capacity and temperature. • Measure and approximate perimeters and areas • Compare angles relative to a right-angle using angle names. • Represent and approximate shapes and objects in the environment. **Statistics and Probability** • Order events or the outcomes of chance experiments in terms of likelihood and identify whether events are independent or dependent • conduct repeated chance experiments and describe the variation in results
Science	**Unit 1: Ready, Set, Grow!** Biological Sciences Students investigate life cycles and examining relationships between living things and their dependence on the environment.	**Unit 3: Properties of Materials** Chemical Sciences Students investigate a range of physical properties of materials and considering how these influence their selection and use. Incursion - Street Science	**Unit 3: Physical Sciences** Students Investigate how contact and non-contact forces during flight (lift, gravity, thrust, drag) affect a plane's interaction with the air around it.	**Unit 4: Here Today, Gone Tomorrow** **Earth and Space Sciences:** Students exploring the effect of human activity, natural disasters and extreme weather that causes weathering and erosion of the earth's surface.
Humanities and Social Sciences (HASS)	**Unit 1: How can HPSS and the local community contribute to making our world more sustainable?** Students' inquiry the question "How can HPSS and the local community contribute to making our world more sustainable?" Students compare different locations.		**Unit 2: How can looking into our past help to define our future?** Students investigate factors that shape identity, the importance of laws, the significance of exploration, and impacts of the First Fleet.	
Health	**Unit 1: Protective Behaviour Online** Students examine and interpret health information about cyber	**Unit 2: Healthy Futures** Students explore the concept of sustainable practice and the ways that they can contribute to	**Unit 3: Choices and behaviours** Students will investigate stereotypes. They will develop an	**Unit 4: Making Healthy Choices** Students identify strategies to keep healthy and improve fitness. They explore the Australian guide

	safety, cyberbullying and online protocols.	the sustainability of the environment in their home, classroom and school.	understanding how aspects of culture, history and social expectations influence stereotypes	to healthy eating and the five food groups. Students learnt the importance of a balanced diet and how health messages influence food choices.
Physical Education	Students participate in a range of aquatic activities and movement challenges with a focus on stroke development and lifelong water safety skills. Students refine fundamental movement skills and investigate how they affect propulsion and efficiency through water especially in water safety and rescue-based scenarios.	Students adapt movement strategies to enhance movement outcomes. They demonstrate fair play and inclusion through a range of roles in movement contexts.	Students are exposed to a range of direct interceptive games focusing on touch football orientated skills including passing, playing the ball, basic offence and defence. Students explore the elements of space and time to solve movement challenges.	Students perform a range of fundamental movement skills in aquatic activities with a focus on lifesaving and survival skills. They apply swimming skills and water competencies to solve movement challenges including rescues, self-preservation and underwater activities.
Technologies		**War on Waste – Digital Technologies** Design an interactive set of bin Design and implement (collaboratively) a digital solution for an interactive poster that will teach young students about sorting rubbish.	**Design Technologies – Balloon Rocket Car** Students designed a balloon powered, recycled plastic bottle rocket car.	
Languages - Japanese	**My place your place** Students use language to explore the concept of housing in Japan and make connections with student's own personal spaces within a home.	**A day in a Japanese school** Students use language to explore the concept of school life in Japan and make connections with own school experiences.	**What builds a good team?** Students use language to explore the concept of teamwork through group activities.	**Out and about** Students use language to explore the concept of community and everyday community interactions.
The Arts				
Music	**Unit 1: Sounds of Australia** Students become aware of the spectrum of cultural backgrounds that contribute to the diversity of Australian music, originating with our First Nations Peoples. With this knowledge, students describe where, why and/or how music is composed and/or performed across cultures and places in Australia.		**Unit 2: Sounds like I feel** Students explore a range of emotions and healthy ways to express them. They then work to create a ukulele arrangement of the song "If You're Happy and You Know It" by manipulating the elements to showcase their chosen emotion. Students describe how they used the musical elements to showcase their chosen emotion. Students share their arrangements with a prep class in an informal sing along session.	
Dance			Students participate in a dance program run by external dance instructors, Creative Dance Industries. Students perform a cultural dance, choreograph a	

			dance for a small group and respond to dances they make, perform and view.	
Drama			**Sustainability Through the Lens of Drama** Students explore sustainability through creative expression and performance. They will engage in improvisation, role-play, and storytelling to develop their understanding of environmental responsibility and how their actions impact the planet. Students will collaborate to create short performances that highlight key sustainability messages, such as reducing waste, conserving resources, and protecting wildlife. The unit aims to build confidence, teamwork, and communication skills while fostering a deeper appreciation for sustainable practices.	
Media Arts		**Persuade to recycle** Students explore media artworks that inform the making of an advertisement, which persuades a targeted audience to contribute to persuade the audience to recycle.		
ESTAS (Entrepreneurial, Sustainability, Technologies and Science)	Digital technologies: Students explore sustainability issues around the school. They use Makey Makey to design an interactive digital solution for a targeted audience.			
Philosophy	Students developed their thinking skills in the class community by asking relevant questions, exploring reasons, testing criteria with counter examples, offering alternative ideas, making distinctions, and recognising assumptions.			

* Units are subject to change throughout the year

2025 Year 4 Excursions and Incursions

PRICES ARE APPROXIMATIONS and subject to adjustment following changes in transport and supplier costings

Term 1	Term 2	Term 3	Term 4
	Street Science Incursion Cost: Approximately $16 Creative Dance Cost: Approximately $15	Musica Viva Australia in Schools Cost: Approximately $10.50 NAIDOC Week Cultural Incursion approximately $5 Creative Dance Cost: Approximately $15	Minjerrabah/ Stradbroke Island Excursion Cost: Approximately $55

2025 Other Expenses

Online Resources	Cost (per year)
Readings Eggs	$15 per student
Typing Tournament	$5 per student
Maths Online	$20 per student
TOTAL	$40
iPad BYOD	$530 PLUS KEYBOARD/CASE/STYLUS Option to hire also available
Religion Book (Optional)	$10
INSTRUMENTAL MUSIC PROGRAM (optional)	Instrument Hire $160 Music levy $60 **Optional** Music Fanfare $20 Strings Workshop (free) Band – Festival of Creativity (Free) Choral Cluster Workshop (Free)