

## Whole School Curriculum Prep to Year 6 – At a Glance Indooroopilly State School 2024

Year level	Reporting period	English	Mathematics	Science	Humanities and social sciences	Health and Physical Education	Technologies	The Arts	Languages
Prep	Sem 1	T1: Structure of imaginative texts T2: Retelling a story	T1 : Number and Algebra, Space, Statistics T2: Number, Measurement	T1: Needs of Living Things T2: Weather	My Family History	Gross Motor Skills and Modified Games I can do it! I am growing and changing		Music: Beat and Rhythm  Drama	
	Sem 2	T3: Creating and reciting a rhyme T4: Responding to and creating an imaginative story	T3: Number, Space, Measurement T4: Number and Algebra	T3: Materials T4: Movement	My Special Places	Fine and Gross Motor Skills and Modified Games Looking out for others I am safe		Music: Let's Sing &Play Together (C2C U1)  Dance	
1	Sem 1	T1: Responding to imaginative texts T2: Character description Comprehending Poetry	T1 : Number and Algebra, Space, Statistics T2: Number and Algebra, Measurement	T1: Exploring environments T2: Materials	Changes to life	Water Safety and Survival Skills/Invasion Games and Striking Games A little Independence Good Choices, healthy me		Music: Sound and Silence Visual Art: Line Portrait, Emoji Art Clay Picasso Face, Surreal portrait	
	Sem 2	T3: Retelling cultural stories T4: Creating Procedural Texts	T3: Number, Space, Measurement T4: Number and Algebra	T3: Changes around me T4: Light and Sound	My Changing World	Net/Wall Games and Water Safety and Survival Skills We all belong My safety, my responsibility	Design Technologies: It's Show time (ARTS TEACHER)	Music: Music from Different Places (C2C U3)	
2	Sem 1	T1: Imaginative Narrative T2: Expressing a preference for a character	T1: Number, Space, Statistics T2: Number and Algebra, Measurement	T1: Mix, make and use T2: Toy factory	Present connections to places	Water Safety and Survival Skills/Invasion Games and Striking Games My classroom is healthy, safe and fun Our Culture	Design Technologies: Spin it	<b>Music</b> : Purely Pentatonic <b>Drama</b>	
	Sem 2	T3: Multimodal procedure Writing an informative text T4: Imaginative multimodal text	T3: Number, Space, Measurement T4: Number and Algebra	T3: Good to Grow T4: Save Planet Earth	Impacts of Technology over Time	Net/Wall Games and Water Safety and Survival Skills Stay safe Message targets	Digital: Handy Helpers	Music: Music Can Save the World (C2C U2) Media Arts	



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3	Sem 1	T1: Imaginative Narrative T2: Persuasive Text	T1 : Number, Space, Statistics T2: Number and Algebra, Measurement	T1 : Living and Non- Living T2: Spinning Earth	Our Unique Communities	Water Safety and Survival Skills/Invasion Games and Striking Games Friendships and Healthy Relationships	Design – From Farm to Plate	Music: Let's Celebrate, Let's Remember (C2C U1) Design: From Farm to plate	My Place, Your Place
	Sem 2	T3: Analysing and Creating  Multimodal Texts  T4: Writing and Presenting  Poetry	T3: Number, Space, Measurement T4: Number, Probability	T3: Heat Energy T4: States of Matter	Exploring Places Near and Far	Net/Wall Games and Water Safety and Survival Skills	Digital Systems	Music: Om Pah Pah Visual Arts: Tiny Worlds	A Day in a Chinese School
4	Sem 1	T1: Interpreting & Evaluating Poetry T2: Exploring persuasion in Advertising	T1 : Number, Space, Statistics T2: Number and Algebra, Measurement	T1: Properties of Materials T2: Lifecycles of Living things	Australia Before, During and After European Settlement	Water Safety and Survival Skills/Invasion Games and Striking Games Healthy Messaging (Advertising and Digital)		Music: Songs of Australia (C2C U2) Media Arts: On the Cover	My Place, Your Place
	Sem 2	T3: Writing a Historical Recount T4: Analysing Characters and Events in a Quest Novel	T3: Number, Space, Measurement T4: Number, Probability	T3: Forces and Motion T4: Water as a Resource	Using places sustainably	Net/Wall Games and Water Safety and Survival Skills	Design – Marble Run Digital Systems - Data	Music: Lyrics and Limericks  Drama: T3- Exploring Issues through Drama  T4: Visual Arts – Patterns in Play	A Day in a Chinese School
5	Sem 1	T1: Writing a Fantasy Narrative T2: Comprehending and Publishing Feature Articles	T1 : Number, Space, Statistics T2: Number and Algebra, Measurement	T1: Adaptation for Survival T2: Space Science and Endeavour	T1: People and Places T2: Managing our communities	Water Safety and Survival Skills/Invasion Games and Striking Games	Digital Systems – Infrastructure Design – Animal Enclosure	Music: Calypso Chaos	What do my interests say about me?
	Sem 2	T3: Analysing Poetry T4: Comparing Literary Texts	T3: Number, Space, Measurement T4: Number and Algebra, Probability	T3: Investigating Light T4: States of Matter	T3: Early Colonial History T4: Activating our Democracy	Net/Wall Games and Water Safety and Survival Skills Healthy and Safe Communities	Digital Programming – Scratch Maze Coding	Music: Going to the Movies (C2C U1)  Dance	What is character?
6	Sem 1	T1: Writing a Short Story T2: Creating and Evaluating Advertisements	T1 : Number, Space, Statistics T2: Number and Algebra, Measurement	T1: Testing change: Reversible or irreversible? T2: Exploring energy and electricity	T1: Australia in the Past T2: Australians as Global Citizens	Water Safety and Survival Skills/Invasion Games and Striking Games Healthy Eating Choices	Digital Systems – Information systems Design - Electrical Circuit	Music: Around the World with Music (C2C U2) Media Drama	What do my interests say about me?
	Sem 2	T3: Writing to communicate a different time and place T4: Comparing Text Types	T3: Number, Space, Measurement T4: Number and Algebra, Probability	T3: Explaining changes to the surface of Earth T4: Life on Earth	T3: Australia's Global Connections T4: Making Decisions to Benefit the community	Net/Wall Games and Water Safety and Survival Skills		Music: The Graduates Visual Art	What is character?



