



SHERWOOD STATE SCHOOL

Cnr Sherwood & Oxley Roads

Sherwood Qld 4075

PO Box 19, Sherwood Qld 4075

Year 3: Term 4 Newsletter

Class	Physical Education	Music	Library
	Miss Erin Lee	Mrs Rebecca Starr	Mrs Ingrid Lynch
3R	Monday	Friday	Friday

Key Events

Monday 22nd October – Pupil Free Day

23rd – 26th October – Bandana Week

26th October – Day for Daniel

1st November – NDIS Panel meeting for parents

Homework

Homework begins on Monday of Week 2.

Year 3 students are expected to read every night. Readers are sent home on Monday. Students are to read their new book aloud to someone. Students are to 'talk' about the books. You can ask them comprehension questions and have them retell the text in their own words.

Homework Booklet: Each week students will complete 2 pages in their booklet. There is one page of English and one page of Maths.

Spelling: Students will be provided with the whole term's spelling words. Each night students are to write their spelling words in their homework book using the 'LOOK SAY COVER WRITE CHECK' method. Homework is due back Friday.

Teacher Contacts

3B Ms Caroline Preston (Mon – Wed) - cpres73@eq.edu.au and

Mrs Toni Brown (Thurs – Friday) – tbrow495@eq.edu.au

3R Mr Rory Hegarty – rcheg0@eq.edu.au

3H Miss Emma Harford – exhar8@eq.edu.au

3W Mrs Belinda Williamson (Mon-Thurs) – bmoon19@eq.edu.au and Mrs Liz Bateman (Friday) – lbate68@eq.edu.au

Science

Hot Stuff

In this unit students will understand how a change of state between solid and liquid can be caused by adding or removing heat. They will explore the properties of liquids and solids and understand how to identify an object as a solid or a liquid. Students will identify how science is involved in making decisions and how it helps people to understand the effect of their actions.

Technology

Digital Technology

In this unit students will explore and use a range of digital systems, including peripheral devices, and create a digital solution (an interactive guessing game) using a visual programming language. They will:

- identify and explore a range of digital systems and their use to meet needs at home, in school and in the local community, and use a range of peripheral devices to transmit data
- implement a simple digital solution that involves branching algorithms and user input when creating a simple guessing game

Arts

Dance

In this unit, students make and respond to dance by exploring how dance is used to represent traditional stories from a variety of Asian countries as a stimulus. This term, dance lessons will be continued by 'Footsteps' starting in Week 1.



English

Imaginative Text

In this unit, students listen to, read, view and interpret imaginative texts from different cultures. They comprehend the texts and explore the text structure, language choices and visual features used to suit context, purpose and audience. They create a multimodal imaginative text.

HASS

In this unit, students will explore the inquiry question, "How and why are places similar and different?" Students will complete a collection of work where they identify, describe and interpret data about Australian places and explain the importance of making decisions democratically, the role of rules in the community and action in response to an issue.

Maths

Number and place value - recall addition and related subtraction number facts, use number facts to add and subtract larger numbers, use part-part-whole thinking to interpret and solve addition and subtraction word problems, add and subtract using a written place value strategy, recall multiplication and related division facts, multiply two-digit numbers by single-digit multipliers, interpret and solve multiplication and division word problems.

Fractions and decimals - identify, represent and compare familiar unit fractions and their multiples (shapes, objects and collections), record fractions symbolically, recognise key equivalent fractions, and solve simple problems involving fractions.

Money and financial mathematics - count the change required for simple transactions to the nearest five cents.

Using units of measurement - measure, order and compare objects using familiar metric units of length, mass and capacity

Shape - make models of three-dimensional objects.

Location and transformation - represent symmetry, interpret simple maps and plans.

Geometric reasoning - identify angles as measures of turn, compare angle sizes in everyday situations.

Chance - conduct chance experiments, make predictions based on data displays.

Data representation and interpretation - identify questions of interest based on one categorical variable, gather data relevant to a question, organise and represent data, and interpret data.