

## **Chapel Hill State School**

## Additional Learning Areas Curriculum and Assessment Overview 2025 (v8) YEAR 4



	Term 1	Term 2	Term 3	Term 4
	Drama – Unit 1 Storytelling		Dance – Unit 1 Celebrating Dance	
	Work collaboratively to devise, perform and respond to a drama of a familiar narrative in the style of storytelling (Linked to U1 English V9)		Work collaboratively to perform, choreograph and respond to dance using a stimulus.	
			Assessment: Marking Guide	
		Media Arts – Unit 3 Persuasion		
RTS	Make media artworks to engage and target specific audiences conventions, movement and lighting.  (Linked to U3 English V9, U4 Science)  Assessment: Teacher checklist and Marking Guide		and purposes using story principles, points of view, genre	
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	Music PRhythm work, staff notation, elements of music PRead/Write/Perform rhythms of known songs PRecorder playing – consolidate staff reading and performance skills	Music – Unit 1 Let's Celebrate, Let's Remember     Compose, perform and respond to music of celebrations and commemorations     Read/Write/Perform rhythms of known songs	Rhythm work, Ostinati (rhythmic and melodic).     Instruments of the Orchestra – the String family, Woodwind, Brass and Percussion families     Rhythm work, solfa sounds, hand signs, canon work and staff notation     Reading, writing and performing rhythms	Music     Rhythm work, solfa sounds, hand signs, canon work and staff notation     Consolidate elements of music
	Assessment: Teacher observations and checklist	Assessment: Teacher Checklist and Marking Guide	Assessment: Teacher observations and checklist	Assessment: Teacher observations and checklist
	Digital Technologies – U2 Your Waste Footprint Collect and manipulate data and describe how a familiar information system is used.		Design and Technologies – Unit 3 Forces Game ERP The characteristics of resources are matched with tools and techniques and science knowledge to meet design challenges.	
			(Linked to U4 Science)	
			Assessment: Marking Guide	
			Digital Technologies – Unit 1 Digital Systems (Part B) Design, implement and evaluate a digital solution using a visu	al programming language.
JIES	Assessment: Marking Guide		Assessment: Marking Guide	
	<ul> <li>Health – Unit 2 Culture in Australia (Positive Interactions)</li> <li>Partner and group activities to explore the communication skills of respect and empathy and how they support positive interactions</li> <li>Investigate how heritage and culture contribute to identity.</li> </ul>		Cybersafety Talks Online safety and anti-bullying session	Health - Human Relationships Program  • Understanding change.  • Personal safety, "my body belongs to me"
TECHI			Health – Unit 4 Netiquette and Online Protocols     Examine information about cyber safety, cyberbullying and composed on the Describe online situations that make people feel uncomfortations.	
	Assessment: Collection of Work / Marking Guide		Assessment: Collection of Work / Marking Guide	
	Physical Activity - Unit 1 Criss Cross	Physical Activity - Unit 2 Athletic Spectacle	Physical Activity - Unit 3 Bat, Catch, Howzat!	Physical Activity - Unit 4 Swim and Survive
	<ul> <li>Skipping skills to perform long rope, partner and individual skipping sequences.</li> <li>Understanding the benefits of physical activity and how they relate to skipping.</li> </ul>	Athletic themed sequences using fundamental movement skills of running, jumping and throwing and the elements of movement.	<ul> <li>Striking and fielding skills, concepts and strategies used in the game of Cricket.</li> <li>Application of strategies to work cooperatively and play fairly in group/team situations.</li> </ul>	Swimming skills and survival knowledge for when in, on and around the water.     Head Out of Water program
	Assessment: Observations checklist / Marking Guide	Assessment: Observations checklist / Marking Guide	Assessment: Observations checklist / Marking Guide	Assessment: Observations checklist / Marking Guide
	Understanding the benefits of physical activity and how they relate to skipping.	movement.	Application of strategies to work cooperatively and play fairly in group/team situations.	Head Out of Water program