



Greenbank State School

Creating a World of Difference – The Greenbank Way

YEAR 4 CURRICULUM OVERVIEW – TERM 3 2026



HASS

Students will:

- Explore the natural and built features of places and how they are connected.
- Investigate sustainability in our local area and how people can care for environments now and in the future.
- Use maps and geographical tools to collect, represent and interpret information.
- Identify actions that help protect and improve places for future generations.

ENGLISH

Students will:

- Create a written and multimodal informative poster about a game for their peers.
- Use paragraphs to organise and link ideas and use language features in their writing
- Create a spoken text to pitch and review their game.
- Engage with a variety of texts, including informative texts, about the topic of designers, games, and topics being studied in other learning areas.
- Read words fluently by using their knowledge of sounding out, meaningful word parts and grammatical knowledge.
- Writes texts using clearly formed letters with developing fluency.

MATHEMATICS

Students will:

- Draw on proficiency with number facts, fractions and decimals such as two-tenths to deepen an appreciation of how numbers work together
- Recognise equivalent fractions and make connections between fraction and decimals.
- Count and represent fractions on a number line
- Choose and use efficient strategies when modelling practical problems, communicating solutions within the context
- Measure and estimate common attributes of objects using conventional instruments such as tape measures, measuring jugs and appropriate metric units
- Compare angles to a right angle.
- Measure and approximate area and perimeter.

SCIENCE

Students will:

- Describe relationships that assist the survival of living things and sequence key stages in the life cycle of a plant or animal.
- Examine relationships between living things and their dependence on each other and on the environment

LOTE

Students will across the semester study:

- In Term Three learn the traditional Wayang Kulit and Indonesian stories and characters.
- In Term Four about Indonesian games.

TECHNOLOGIES

In Design Technologies, students will:

- Design and create a game to solve a problem.
- Investigate how products are designed to meet people's needs.
- Use drawings and plans to communicate their ideas.
- Reflect on how well their game design worked and suggest improvements.

HEALTH and PE

In Health, students will:

- Demonstrate their knowledge and understanding of overcoming challenges, strengthening identity and coping with change by responding to a question.

In PE, students will:

- Develop throwing, dodging, catching and teamwork through safe, modified dodgeball games

The ARTS

In Music, students will:

- Learn about the families of the orchestra. Students will expand their note reading and play melody, harmony and bass parts on recorder and xylophone. Students will perform individually and in small groups.

HOME LEARNING

- Choice Matrix for the term on SeeSaw
- Mathletics, Spelling and Independent Home Reading.
- Consolidate learning from classroom activities.
- Home communication will be through the Seesaw App.