

## Performing Arts

This term we have a strong focus on music during Performing Arts lessons, growing our learning from prior years.

Students will:

- practise playing instruments and improvising with an understanding of rhythm, pitch, timbre and form
- rehearse and perform music they have composed by improvising, arranging ideas and making decisions to engage an audience.
- experiment with rhythm, pitch, dynamics, timbre and texture to create sounds and present musical ideas in a digital format
- explore instruments and create patterns, phrases, and melodies with them.
- identify and compare how the elements of music are used and combined in works they hear.

The Norwood Primary School Musical will be a large aspect of this term, which all students will be involved in, whether it be on stage, making props, or helping with backstage tasks.

The musical incorporates learning from all Performing Arts genres and will be in week 10.

## Italian

Italiano con Maestra Selina

This term our new unit of work is Le Olimpiadi (The Olympics) e Lo Sport.

Students will:

- Continue to apply expressions and language related to feelings/physical state, time and place in conversation
- Plan with others to create and present a dialogue
- Learn about the Paris Olympics in Italian
- Participate in modelled exchanges related to sport
- Apply strategies to interpret and compose texts
- Apply knowledge of sound combinations, pronunciation and intonation patterns to develop fluency when listening, speaking, reading and writing

## P.E & Health

Health and Physical Education with Joe

The Health and Physical Education program delivers 1-2 lessons a week for each Year 6 class. During term 3, our sporting focus will be on Invasion Games (Netball) and Target Games. Through these sports and activities, students will be refining their fundamental movement skills (FMS) with a strong emphasis on object control and accuracy, while also utilising learnt skills in game like situations.

Students will also be undertaking their third round of fitness testing (The Beep Test), as well as preparing themselves for our annual Sports Day held on Norwood Oval (date to be confirmed). This will involve students competing in various Tabloid Events and activities, races and team relays. If you would like to contact me regarding your child's learning or have any questions, please feel free to contact me via email on [Joe.Kisiel522@schools.sa.edu.au](mailto:Joe.Kisiel522@schools.sa.edu.au)

Please feel free to also update me with any club or outside school sports that your child has had success (eg. a grand final win, an individual award, etc.) so that I can highlight these achievements in the school newsletter or at assembly.

## Technologies

During term 3, students will be utilising their design thinking and computational thinking knowledge to design and code a video game.

Design thinking

Students will utilise their previous understanding of design thinking to identify what makes a good video game. They will understand the end users requirements and design every aspect of the game including the look of the game elements, the user interface and the algorithms required to implement it. Upon completion, the solution will be evaluated and compared to their own success criteria.

Algorithms and coding

Students will learn how to wireframe their game and design algorithms using flowcharts. They will learn to use conditional statements and loops and implement them using Scratch or MakeCode Arcade. Some students may wish to explore a text based language.