Year 6 CURRICULUM OVERVIEW

	Term 1	Term 2	Term 3	Term 4
	Excursion: Planetarium	**Excursion: Camp**	**Incursion: Grin and Tonic 'Persuasive Voices' –**	**Excursion: Brisbane Urban EEC 'Who do you think we are?'**
ENGLISH	**Literary Discussion** **Turn the Page: A Pop-Up Bookshop**	**Narrative- The Hidden Stories Bureau**	**Persuasive** **In their Shoes: A Travel Agency with Impact**	**Informative-** Pieces of the Past: The Suitcase Project
	Students learn how authors create meaning in literary texts through structure, language, and visual features. They investigate how consumer choices are influenced by ethical, social, and environmental factors. For assessment, students act as Text Curators and deliver a 1–3 minute persuasive multimodal pitch recommending a chosen text for the *Turn the Page* pop-up bookshop. They summarise the text, analyse how the author builds meaning, and justify why it is a responsible consumer choice, using supporting visuals and persuasive language to engage their audience.	Students read and explore the novel *Parvana* and examine how authors use story structures, characters, and language features to engage readers. They follow Parvana's journey to explore relationships, ethical dilemmas, and how powerful decisions — such as laws and government rules — can affect people's lives. Students learn about Australia's three levels of government and how democratic values like fairness, equality, representation, and freedom connect to government decisions. Using this knowledge, students plan and write their own imaginative narrative about a young person whose life changes because of a government decision, developing story structure, language features, and showing how individuals and communities respond to change.	Students explore how persuasive multimodal texts influence opinions and inspire action. They investigate the geographical diversity of Asia, locating countries and examining how physical and human features shape children's daily lives and opportunities. Students select a real child from an Asian country and create a 3–4 minute persuasive PowerPoint with voice-over for the *In Their Shoes* travel website. Their goal is to convince viewers to travel to that country to support positive change for the child, using geographical knowledge, purposeful structure, and persuasive language to introduce the child, explain their challenges, and advocate for actions travellers could take.	Students read and analyse a range of informative texts, exploring how structure, language, and visual features such as tables and diagrams support the purpose of informing. They apply research and writing skills to create their own informative texts with cohesive paragraphs and varied sentence structures. Students take on the role of Memory Keepers for the *Pieces of the Past Museum*, investigating a real migration story and creating a Suitcase Project. This includes a Memory Panel, Journey Map, Democracy/Federation Connection Card, Object Labels, a photograph, and a final suitcase display, showing how the migration story connects to historical ideas, government decisions, democratic values, and societal change in Australia.
MATHS	**Number, Space, Statistics**	**Number, Algebra, Measurement**	**Number, Space, Measurement**	**Number, Algebra, Probability**
	• expand the repertoire of numbers to include rational numbers and the use of integers in practical contexts such as locating points in the four quadrants of a Cartesian plane • build fluency of understanding to solve arithmetic problems involving all four operations with natural numbers • use combinations of transformations to create tessellating patterns. • conduct a statistical investigation to determine the mode and range of data, discuss the shape of distributions and communicate findings.	• solve arithmetic problems involving all four operations with natural numbers of any size • extend knowledge of factors and multiples to understand the properties of prime, composite and square numbers to solve problems efficiently • use mathematical modelling to solve financial problems, choosing models, representations and calculation strategies and justify solutions • use timetables of daily activities to solve practical problems • find unknown values in numerical equations involving and combinations of arithmetic operations.	• solve practical problems using addition, subtraction, multiplication, and division with fractions and decimals, and justify solutions using mathematical modelling. • use physical materials to explore and compare shapes, cross-sections, and spatial relationships, applying area and multiplicative thinking. • convert between common metric units of length, mass, and capacity in practical contexts. • apply reasoning skills, including deductive thinking, to solve problems involving lines, angles, and spatial contexts.	• solve problems involving fractions, decimals and percentages of a quantity, including percentage discounts and choosing efficient calculation strategies using digital tools where appropriate • recognise and use rules that generate growing patterns and number patterns involving natural numbers and rational numbers • apply computational thinking to develop algorithms that use rules to generate numbers, such as to find unknown values in patterns • recognise that probabilities of an event can be described and compared numerically • observe and compare long-run frequencies in repeated chance experiments and simulations.
SCIENCE	**Earth Science**	**Biological Science**	**Physical Science**	**Chemical Science**
	Students explore the interdependence of components in the solar system by modelling planetary distances, movements, and the role of gravity in maintaining orbits. Through collaboration, simulations, and research, they explain how Earth's tilt, rotation, and revolution cause observable patterns like day and night, while also recognising Aboriginal and Torres Strait Islander astronomical knowledge and the global contributions that have advanced understanding of the solar system.	This unit explores four major biomes — Desert, Tundra, Savanna, and the Amazon Rainforest — focusing on climate, vegetation, animals, and adaptations. Students investigate environmental challenges like global warming, poaching, desertification, and deforestation, and study the Amazon's biodiversity and global importance. They work scientifically to analyse data, identify patterns, and design an educational tool to explain biomes, human impacts, and solutions.	Students investigate how electrical energy is transferred and transformed in simple and complex circuits through hands-on experiments and schematic representations. The unit concludes with a design challenge where students apply their understanding to create a device that could help during a blackout, linking scientific knowledge to real-world problem-solving and community needs.	Students investigate how substances change through processes like dissolving, cooking, rusting, and changes of state, comparing the new substances with the originals to determine if changes are reversible or irreversible. They plan and conduct safe experiments, collect and analyse data using digital tools, and apply their understanding to real-world sustainable practices such as recycling and fuel reuse.

HASS	**Economics and Business**	**Civics and Citizenship**	**Geography**	**History**
	Students investigate the factors that influence personal consumer choices, including advertising, social, ethical, and environmental considerations. They explore strategies to make informed financial and consumer decisions, developing skills to evaluate options and plan responsible spending.	Students explore the key institutions of Australia's government, including how it is based on the Westminster system and reflects the values and beliefs of Western democracies. They examine the roles and responsibilities of the three levels of government and how these levels make decisions that affect communities and individuals.	Students explore the geographical diversity and location of places in the Asia region, including their position relative to Australia, and how physical and human features shape these places. They investigate Australia's interconnections with other countries, examining how trade, migration, culture, and technology influence people, communities, and places over time.	Students investigate the significant individuals, events, and ideas that contributed to Australia's Federation, Constitution, and democratic system, and examine how political changes since Federation have affected diverse groups including First Nations Australians, migrants, women, and children. They explore the motivations and experiences of people migrating to Australia throughout the 20th century and analyse how migration.
HPE/HEALTH	**Managing challenging situations online and offline**		**Refining and modifying movement concepts and analysing health information**	
	Students explain how effective communication, protective behaviours, and help-seeking strategies are essential for keeping themselves and others safe both online and offline. They recognise unsafe situations, practise seeking, giving or denying consent, and develop situational awareness. Through a range of real-life scenarios, students practise how to respond to challenges safely and with confidence. Students explore ways to demonstrate respect, empathy and inclusion in real-world examples and scenarios that promote positive outcomes.		Students analyse health information and strategies to develop an understanding of the impact of these on their daily choices. They refine strategies that improve their own and others' health and safety. Students refine and modify movement skills and apply more complex movement concepts. They propose strategies to promote participation in physical activity and improve overall health, fitness, and wellbeing. Students experiment with ways to incorporate physical activity into their daily routines and how these practices can strengthen relationships and build a culture of health and wellness. They explore ways to contribute positively in groups, demonstrate respect, empathy and inclusion in real-world examples and scenarios that promote positive outcomes.	
TECHNOLOGY		**Digital Technologies All About Data**	**Design and Technologies: Engineering principles and systems**	
		Students investigate the functions and purposes of digital systems and describe how their components interact to process and transmit data. Drawing on related content in Mathematics (Statistics), students process data and show how digital systems represent data using whole numbers and on/off states. They access multiple personal accounts using unique passphrases and explain how data contributes to their permanent digital footprint. Students design algorithms involving multiple alternatives (branching) and iteration (loops); and implement their algorithms as visual programs.	Students explore how electrical energy can be transformed into movement, sound, or light in products and systems. They apply design and computational thinking to produce and modify digital solutions, define problems and evaluate solutions using user stories and design criteria. Students design algorithms involving complex branching and iteration and implement them as visual programs including variables. They select and use appropriate digital tools effectively to plan, create, locate, and share content. Students collaborate on projects, applying agreed conventions and behaviours to develop interfaces.	
THE ARTS		**Media Arts**		**Drama**
		Students explore ideas, stories, and experiences using a range of media technologies, including cameras, audio, video, and editing tools. They create media artworks for specific purposes and audiences, experimenting with visual and audio elements to convey meaning. Students analyse and respond to media works, discussing techniques, meaning, and intent. Through media arts, they develop creativity, communication, collaboration, and critical thinking skills.		Students explore, create, and perform drama to communicate ideas, emotions, and stories, using voice, movement, and space. They experiment with character, role, tension, and relationships to engage audiences. Students respond to their own and others' performances, using drama terminology to discuss technique and meaning. Through drama, they develop confidence, teamwork, creativity, and the ability to interpret and convey meaning through performance.
LANGUGAES	**Spanish: Travel**		**Spanish: School Life**	
	Students explore vocabulary and grammatical structures relating to the topic of travel in Spanish. Students learn to communicate dates, describe locations, give directions and discuss activity preferences in Spanish.		Students explore vocabulary and grammatical structures relating to the topic of school life in Spanish speaking countries and their own school experiences.	
	Japanese: Zoo		**Japanese: Australian products and souvenirs**	
	Students will design their own zoo and learn to communicate descriptions of animals including colours and body parts, in Japanese. In addition, students will be able to give directions to different areas of a zoo.		Students will create advertisements for Australian products in Japanese. They will learn to communicate prices in Yen and Australian dollars and create descriptions using adjectives.	