



Reading

- **Phonics:** phase 6
- Automatically reads the 200 fluency words
- Monitors their own understanding
- Reads a range of fiction and non-fiction
- Retrieves and records information from non-fiction books
- Identifies problems, solutions, characters and setting in a story
- Uses comprehension strategies such as: cause and effect, author's purpose

Writing

Composition

- Beginning to write in genres using the distinctive language and features of each text type
- Beginning to write in paragraphs

Grammar

- Uses time connectives and a range of conjunctions
- Uses quotation marks, commas in a list, and contractions
- Recognizes common grammar elements in a sentence like verbs, nouns and adjectives
- Edits own work to make sure there is appropriate articles, punctuation and plural-verb agreement.

Spelling

- Spells the second 100 high frequency words correctly

Music

Creating Music

- Create short musical patterns

Musical literacy

- Knows that musical notation indicates how sounds should be played
- Knows the names of the instrumental families and some of their characteristics

Art

Creating

- Creates art to express different ideas, or emotions
- Uses line, colour, and value

Viewing

- Know that some artistic methods are linked with geography, culture, or time
- Knows the difference between copying and inspiration

Physical Education

Movement and Athletics

- Demonstrates running and jumping techniques

Health Related Fitness

- Understands that a range of physical activity is good for their health

Games and Challenges

- Demonstrates the principles of fair play
- Accurately sends and receives a variety of objects in game situations

Mathematics

Number and Calculations

- Recognise, model, represent and order numbers to at least 1000
- Solve simple addition and subtraction problems using a range of efficient mental and written strategies
- Solve problems by using number sentences
- Recognise and represent multiplication as repeated addition, groups and arrays
- Recognise and represent division as grouping into equal sets and solve simple problems using these representations

Geometry and Measurement

- Describe the features of two- and three-dimensional objects
- Compare and order several shapes and objects based on length, area, volume and capacity using appropriate uniform informal units
- Tells time to 5 minute intervals
- Calculate using simple time problems

Fractions and Data

- Recognise and interpret common uses of halves, quarters and eighths of shapes and collections
- Interprets and constructs pictographs, bar graphs, and tally charts
- Identify practical activities and everyday events that involve chance



IPC 3 Units of Work Overview

Brainwave: The Brain



We will be learning about our brain and how we can use it to learn lots of new and different things every day, enabling us to gain the knowledge, skills and understanding that we will need to become successful now and in the future. By finding out more about how we learn, and how we can improve the way that we learn, we will be better equipped for meeting the many challenges ahead of us. We will need to be metacognitive learners, scientists and internationally minded. How can we use our knowledge of the brain to help us on our learning journey?

Personal
Goal
Focus

Resilient

Collaborator

Living Together



We all belong to different communities - groups of people that come together for different reasons such as sports, interest groups, learning groups etc. We will be thinking and learning more about how our own communities are made up and sharing how we contribute towards our communities and how we can support and work with others to become valuable contributors to the communities we are a part of. We will be learning how important it is to respect each others' different communities.

Personal
Goal
Focus

Adaptable

Respectful

Animal adventures



We will be learning about where all life begins and ends. We will need to be Scientists and Technologists to investigate how all living things grow, adapt, feed and reproduce. Students will begin to develop an understanding of the world's animal biodiversity. They explore animal classification and the traits that define each group. Students then turn their focus to habitats and how the surrounding environment affects what organisms live in a particular environment.

Personal
Goal
Focus

Ethical

Thinker

Travel and Tourism



There are many reasons people travel, to see friends and family, to relax or to explore new places. Where would you really like to go? Why might people come to your host continent? We will need to be geographers as we explore the places people go, how they get there and the things they might see. Are you ready to explore our world?

Personal
Goal
Focus

Empathetic

Ethical



IPC 3 Units of Work Overview

Myths and legends



We will be learning about how we can become better storytellers by studying great tales from the past, such as myths and legends. In order to do this, we will need to take on the role of historians, geographers and artists.

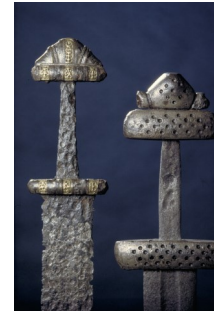
We will explore the Greek, Latin, Egyptian and Norse mythology; we will also learn about mythical creatures. In addition, we will discover how myths and legends are still important nowadays.

Personal
Goal
Focus

Communicator

Respectful

The Vikings



We will be learning about how historians find out about the past civilizations and what clues we can uncover about the people that lived during different eras from the evidence that has been left behind. We will learn what BC/AD and BCE/CE and how to chronologically order dates. We will study artefacts and investigate them.

By learning these things, we will refer to the Viking people, talking about their travels and daily life.

Personal
Goal
Focus

Thinker

Adaptable

Plant adventures



In this unit, students will explore the needs of plants through hands-on investigations. They will learn why and how plants disperse their seeds, what those seeds need in order to grow, and what the adult plants need in order to survive and thrive.

Personal
Goal
Focus

Resilient

Thinker

Animals through times



In this unit, students will develop an understanding of how animals and their environments change through time. Fossils provide a window into the animals and habitats of the past. Analyzing the traits of animals provides evidence for how those traits vary, how they are inherited, and how they have changed over time. Students also examine how the environment can affect inherited traits and determine which animals will survive in a particular environment.

Personal
Goal
Focus

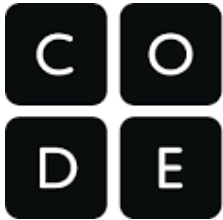
Thinker

Empathetic



IPC 3 Units of Work Overview

Coding



We will create programs with sequencing, loops, and events. We will investigate problem-solving techniques and develop strategies for building positive communities both online and offline. By the end of the course, we will create interactive games that we can share.

Personal
Goal
Focus

Adaptable

Resilient

People of the past



In People of the Past, we will be learning about a variety of significant people who left a lasting impact on humanity through their hard work, resilience and creativity. As historians, we will investigate the lives of several influential figures to find out about the personal qualities that enabled them to shape the world as we know it. Throughout the unit, learners should be encouraged to reflect: How are our lives different thanks to the work of these significant people?

Personal
Goal
Focus

Ethical

Empathetic



Wellbeing Overview IPC 3

PROFESSOR PINWHEEL

Learn the superpower of using **breathing exercises** to take control of your feelings.

AGENT GRATEFUL

Learn the superpower of **gratitude** and how it can change your perspective on things.

CAPTAIN CALM

Learn the superpower of understanding what happens to your **mind** when you are stressed VS **calm**.

CYBER SENSE

Learn the superpower of using your **senses** to become **mindful** of your surroundings.

DR BUBBLE

Learn the superpower of blowing bubbles and watching all your **worries float away**.

YOGA NINJA

Learn the superpower of **yoga**, helping you to engage in a calming activity that **relaxes** the mind and body.

MUSIC MAN

Learn the superpower of **music** and how different genres can alter our feelings and **emotions**.

ZONE-MAKER

Learn the superpower of creating a **safe** space and how **taking yourself away** from a situation can help.

THE IMAGINATOR

Learn the superpower of letting your **imagination** run wild, helping you to relax.

N-VISION

Learn the superpower of **looking to the future**, thinking about the exciting possibilities and setting goals.

THE ROCK

Learn the superpower of **letting go** of **negative thoughts** and emotions that are weighing you down.

GRADUATION

Reflect on all the superpowers you have learned and become your own **mental health hero**.



IPC 3 High Frequency Words

101. over	121. name	141. boy	161. such	181. change
102. new	122. good	142. following	162. because	182. off
103. sound	123. sentence	143. came	163. turn	183. play
104. take	124. man	144. want	164. here	184. spell
105. only	125. think	145. show	165. why	185. air
106. little	126. say	146. also	166. asked	186. away
107. work	127. great	147. around	167. went	187. animals
108. know	128. where	148. farm	168. men	188. house
109. place	129. help	149. three	169. read	189. point
110. years	130. through	150. small	170. need	190. page
111. live	131. much	151. set	171. land	191. letters
112. me	132. before	152. put	172. different	192. mother
113. back	133. line	153. end	173. home	193. answer
114. give	134. right	154. does	174. us	194. found
115. most	135. too	155. another	175. move	195. study
116. very	136. means	156. well	176. try	196. still
117. after	137. old	157. large	177. kind	197. learn
118. thing	138. any	158. must	178. hand	198. should
119. our	139. same	159. big	179. picture	199. America
120. just	140. tell	160. even	180. again	200. world

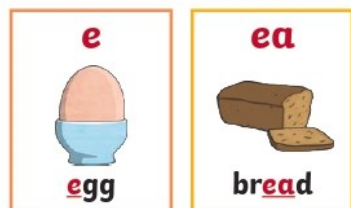
Shown in order of most frequently occurring in English language literature worldwide



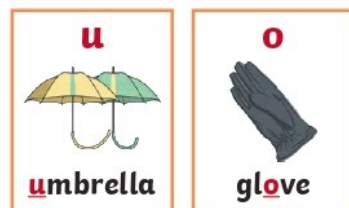
Phonics Overview Phase 6

My Sound Families

My e Sound Family



My u Sound Family



My ow Sound Family



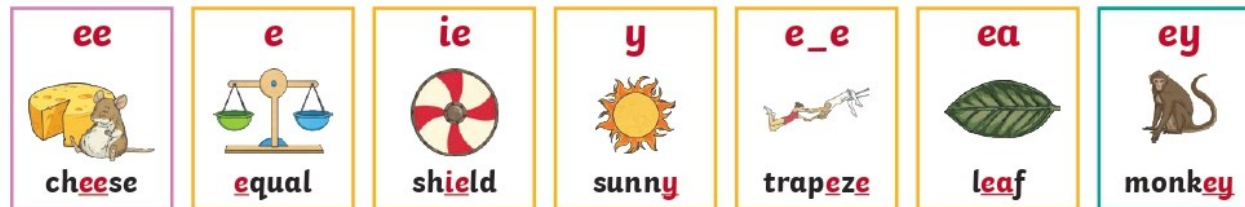
My ur Sound Family



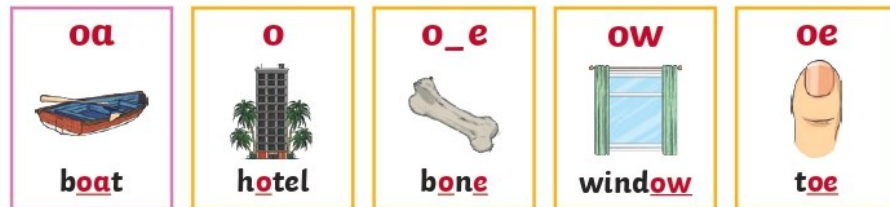
My z Sound Family



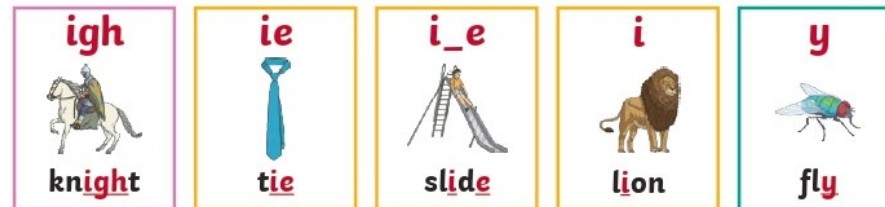
My ee Sound Family



My oa Sound Family



My igh Sound Family









Phonics Overview Phase 6

My Sound Families

My oo Sound Family

oo  m<u>oo</u>n	ue  gl<u>ue</u>	ew  sc<u>rew</u>	u_e  fl<u>u</u>e
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My or Sound Family

au  <u>au</u>tumn	ore  c<u>ore</u>	aw  s<u>aw</u>	or  <u>or</u>n	al  w<u>al</u>k	a  w<u>a</u>lnut
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My ai Sound Family

ai  s<u>na</u>il	ay  pr<u>ay</u>	a  <u>a</u>corn	a_e  ca<u>k</u>e
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My oi Sound Family

oi  co<u>i</u>n	oy  bo<u>y</u>
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My u_e Sound Family

u_e  cu<u>b</u>e	u  <u>u</u>nicorn	ue  stat<u>ue</u>	ew  st<u>ew</u>
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My ear Sound Family

ear  <u>ear</u>	eer  de<u>er</u>
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My air Sound Family

air  ch<u>air</u>	are  ba<u>re</u>	ear  pe<u>ar</u>
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My c Sound Family

c  <u>c</u>aterpillar	k  <u>k</u>ite	ck  du<u>ck</u>	ch  Ch<u>ri</u>stmas
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Phonics Overview Phase 6

My Sound Families

My **ch** Sound Family

ch



chick

tch



witch

My **sh** Sound Family

sh



sheept

ch



chef

My **w** Sound Family

w



wave

wh



wheel

My **f** Sound Family

f



fairy

ff



ff off

ph



dolphin

My **l** Sound Family

al



medal

il



pencil

l



lolly

ll



bell

le



table

el



camel

My **m** Sound Family

m



meatball

mb



thmb

My **r** Sound Family

r



robot

wr



wrist

My **n** Sound Family

n



nut

gn



gnome

kn



knife

My **s** Sound Family

ss



sskiss

s



snake

c



city

My **j** Sound Family

j



jet

g



gem

ge



ge fringe

dge



dge bridge