

Oxenford State School

Year 4 Curriculum Overview, 2026

	SEMESTER 1		SEMESTER 2	
	Term 1	Term 2	Term 3	Term 4
English V9	Sell Your Merch (Persuasion) Students create a spoken argument to share and extend ideas, opinions and information about a product they have developed using persuasive devices and features of voice.	Engaging with Informative Texts Students read, view and comprehend an informative text describing how text structures, language and visual features support navigation. They create a written multimodal informative text about an animal using paragraphs and visual features.	Film Review Students created a spoken text to share and extend ideas, opinions and information about a short film for an audience using features of voice. They identify characteristic features of films and describe how characters, events and/or topics are developed.	Novel Study: Rowan of Rin (Narrative) Students read, view and comprehend an imaginative text describing how language develops character, setting and plot tensions. They create a written adventure narrative using paragraphs, language features, complex sentences and literary devices.
Mathematics V9	Assessment task 1.1 – Space - Students identify line and rotational symmetry in shapes and create symmetrical patterns. - Students create and interpret grid references. Assessment task 1.2 – Statistics - Students conduct a statistical investigation to collect data, create many-to-one displays and interpret and communicate findings. Monitoring – Space - Students represent and approximate shapes and objects in the environment.	Assessment task 2.1 – Number (Mathematical Modelling) - Students use the properties of odd and even numbers; choose rounding and estimation strategies to determine reasonableness; use proficiency with addition and multiplication facts to add, subtract, multiply and divide; use mathematical modelling to solve practical financial problems. Assessment task 2.2 – Measurement (Time) - Students convert between units of time when solving duration problems.	Assessment task 3.1 – Number (Mathematical Modelling) - Students represent fractions, recognise equivalent fractions and make connections between decimals and fractions; multiply natural numbers by multiples of 10; use mathematical modelling to formulate and solve a practical problem. Assessment task 3.2 – Measurement and Space - Students use scaled instruments and appropriate units to measure length, mass, capacity and temperature; measure and approximate perimeters and areas; compare angles relative to right angles.	Assessment task 4.1 – Number and Algebra - Students find unknowns in equations involving addition and subtraction. - Students follow and create algorithms and identify emerging patterns. Assessment task 4.2 – Probability - Students order events in terms of likelihood, identify independent and dependent events and conduct repeated chance experiments, describing results.
Science V9	Earth and Space Sciences Students develop an understanding of the water cycle to observe how local water sources change over time. They learn how scientists use rainfall and water usage data to explain changes in water flow and availability over time.	Biological Sciences Students investigate different habitats, to identify the roles of organisms and their feeding relationships. They categorise organisms as producers, consumers or decomposers and explain their importance within habitats. Students construct food chains.	Chemical Sciences Students examine natural and manufactured materials used in familiar objects to describe the relationship between material properties and use. They investigate why some materials are used more frequently or combined for specific products.	Physical Sciences Students investigate the effects of frictional, gravitational and magnetic forces on motion and ways in which one object can exert forces on another. They explore interactions between force and motion in design solutions.
HASS	Sustainable Use of Places (C2C Unit 2) Students investigate the interconnections and diverse characteristics of the environment, interpret data to describe simple patterns and identify different views to respond to a challenge.		Early Exploration and Settlement (C2C Unit 1) Students explore the experiences of an individual and group in the past, aspects that have changed and remained the same and the importance of laws and factors that shape a person's identity and sense of belonging in society.	
Design Technologies			Pinball Paradise (C2C Unit 3) Context: Engineering principles and systems In this unit students will investigate how forces and the properties of materials affect the behaviour of a product or system, make a pinball machine, and design a games environment in which it can be used.	
The Arts	Media Arts (C2C Unit 1: Persuade to Protect) Students explore media artworks that inform the making of a collaborative television-style advertisement, which persuades a targeted audience to purchase a product.	Dance (C2C Unit 3: Wildlife Watch) Students make and respond to dance by expressing ideas about animals and the environment through dance.		
Music	Let's Celebrate, Let's Remember Students make music and respond to music exploring the songs used in celebrations and commemorations from a range of cultures including music for special occasions around the world.		Song of Australia Students make and respond to music exploring songs of Aboriginal peoples and Torres Strait Islander peoples, and songs since the arrival of the First Fleet in Australia.	
HPE	Health: Making Healthy Choices Students investigate the concepts of physical activity and sedentary behaviours while exploring the recommendations of physical activity. They explore the Australian Guide to Healthy Eating and create meal plans.		Health: Netiquette – Online Safety Students examine information about online safety, cyberbullying, and online protocols. They describe and apply strategies in online situations to keep them safe.	
	PE: Fitness and Movement Students will participate in a number of activities and exercise circuits that will enhance their muscular strength, aerobic endurance, muscular power and coordination.	PE: Track and Field Students will participate in a number of activities including sprints, 800m, relays, high jump, shot put and long jump.	PE: Australian Rules Football Students perform kicking, marking, and handballing skills in game situations.	PE: Bat, Catch, Howzat! Students demonstrate refined striking/fielding skills and concepts in active play and games. They apply skills, concepts and strategies to solve movement challenges in striking / fielding games.
Digital Technologies	Excel Data Students collect and manipulate data to create information. They draw, identify and explain data types and representations.		Information Systems Students describe how information systems are used. They recognise different types of data and explain how the same data can be represented in different ways.	
Japanese	We're a Team Students explore the concept of teamwork through group activities. They apply knowledge of language to participate appropriately in group activities.		How do we Celebrate? Students explore celebrations and compare celebrations from Australia and Japan. They use language to describe celebrations and translate texts.	