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Health & Physical Education with Joe	Italiano with Maestra Selina	Technologies with Matt	Performing Arts with Anna
The Health and Physical Education program delivers 2 lessons a week for each Year 4 class. In term 3, our sporting focus will be on Invasion Games (Netball & Basketball) and Target Games. Through these sports and activities, students will be practicing and refining their fundamental movement skills (FMS) with a strong emphasis on ball control and accuracy. During this term, students will also be undertaking their third round of fitness testing (The Beep Test), as well as preparing themselves for the Redlegathon 'fun run' held on Norwood Oval late in Term 3 (10th September). This is our school fundraiser event where students will be seeking sponsorship from parents, relatives and friends to walk / run as many laps around the oval in 1 hour focusing on their overall fitness and endurance. In Health, students will be working through the Body Bright program—aimed to promote healthy attitudes and behaviours towards their body. If you would like to contact me regarding your child's learning or have any questions, please contact me via email: Joe.Kisiel522@schools.sa.edu.au	I will be on Long Service Leave during weeks 5 – 10. Maestra Matilda will be teaching my classes. This term we will be continuing frutta e verdura in the unit Al Mercato (At the market) Students will: Explore markets in Italy and compare with other markets Plan with others, using modelled language, simple phrases and sentences to write and present a shopping play at the market Use conventions of politeness in shopping Develop strategies to comprehend Italian language and predict meaning Imitate Italian language sounds, pronunciation and intonation to increase fluency	During Term 3, Year 4 students will learn to follow and describe simple algorithms and understand that the software applications they use consist of algorithms written for digital systems to follow. They will design and implement algorithms to address a specific purpose. Algorithmic Design Students will build on their understanding of algorithms by incorporating branching and iteration. They will apply both design and computational thinking strategies to creatively develop and implement a program for a specific purpose. Students will create, run, and refine their programs, demonstrating creativity and resilience. Matthew.petch994@schools.sa.edu.au	MUSIC is our focus this term. Students respond, explore, learn and compose music through multiple genres. In our Arts lessons, students will: • develop their understanding and feeling of beat • improvise musical patterns • rehearse and perform patterns/rhythms as an ensemble and independently • practise and present technical skills • record musical ideas using graphic notation • compose and perform original music. • aurally identify beat at different tempos (speeds) • provide and respond to feedback • identify and use dynamics to create contrast. This learning also supports our schools strings program and our music providers Melissa and Michael. If you are interested in learning a musical instrument at school please see the office.