



Prep Term 4, 2025 Creativity

<u>Enduring Understanding</u> We use observation, imagination, and creativity to design and improve things, share ideas, and help us understand the world around us.	<u>Faith and Character Formation</u> <ul style="list-style-type: none">To understand that Jesus is the plan for salvationTo understand that the people of God have been called to spread the Good NewsTo understand that Jesus will return one day to make everything new		
<u>Knowledge</u> What do we want students to know?	An inquiry into: <ul style="list-style-type: none">Familiar products, services and environments to notice their features and purposes.How people design solutions to meet needs.The similarities and differences in the design of different products or environments.The creation of design ideas through drawing, modelling or talking.		
<u>Concepts</u> What do we want students to conceptually understand?	Features ~ Purpose ~ Solutions ~ Design ~ Comparison ~ Creativity ~ Communication		
<u>Learning Habits</u> What do we want students to be able to do and who we want them to become	Creative thinking I consider different possibilities and reflect on outcomes before making choices. I explore new ways of thinking to create something original. I push myself to think beyond the obvious, coming up with creative ways to solve problems or approach challenges	Innovation I challenge myself to think of unique solutions or design something new. I experiment with new ideas and strategies in my work. I generate original ideas, considering how I can improve or create new things	Investment and motivation I set clear and specific goals for my learning, and actively work towards them. I stay motivated to finish tasks by staying focused. I can describe what I am good at, the things I find challenging and what I would like to improve
<u>Action</u> What might our students do now?	Students are exploring how everyday products and environments are designed to meet our needs, recognising how thoughtful design can help us care for others and the world around us. They are developing their God-given creativity by making their own design ideas and sharing them through drawings, models, and conversations.		
Progressive Summative Assessment	Suggested Parent Engagement		
Using recycled packaging, students will plan, design, decorate and build puppets. In pairs, students will present their story puppet show to others.	<ul style="list-style-type: none">Provide some recycled boxes, containers, or paper bags for your child to use to build and decorate their puppet.Encourage your child to explain their characters decorations, colours, or features.Ask open-ended questions such as, “What makes your puppet special?”, “How does this material show who your character is?”, or “What else could you add or change?”Celebrate their creativity by displaying their puppet at home, or letting them perform a mini puppet show for the family.		
Links with Learning Areas			
English	Mathematics		Languages
Science	HPE		Technologies (Design)
Formation	HASS		The Arts

Literacy Focus		Numeracy Focus	
<p>Concepts</p> <ul style="list-style-type: none"> Phonemic Awareness Phonics and Grapheme Knowledge High-Frequency Word Recognition Decoding and Fluency in Decodable Texts Spelling Using Phoneme-Grapheme Correspondence Comprehension. 	<p>Skills</p> <ul style="list-style-type: none"> Blending and segmenting phonemes Reading and identifying common graphemes and digraphs Recognising, reading and writing taught high-frequency words. Writing complete sentences 	<p>Concepts</p> <ul style="list-style-type: none"> Number Sense to 20 and Beyond Counting Strategies and Number Representation Addition & Subtraction Continue and create patterns Shapes Positional language 	<p>Skills</p> <ul style="list-style-type: none"> Counting, representing, and writing numbers up to 20 Identifying 'one more' and 'one less' using number lines and collections Comparing and ordering numbers to 120 Exploring addition and subtraction using objects, drawings and stories. Continuing and creating AB, ABC, AAB, and AABB patterns Naming and describing 2D shapes and 3D objects. Using position and direction language.