

# MATAKANA SCHOOL

## LOCAL CURRICULUM OVERVIEW

### YEARS 1 TO 6 - 2023



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**School Vision:** Taking students beyond expectations!

**Mission:** Creating Confident, Connected, Actively Involved, Lifelong Learners.

## CORE CURRICULUM AREAS

### LITERACY (READING, WRITING AND TE REO)

- Learning to Read: Decoding
- Reading fluently & with expression
- Daily exposure to a range of texts.
- Shared texts, guided texts & independent texts
- Reading to Learn: Comprehending
- Researching and reading across the curriculum
- Buddy Reading
- Parent & Grandparent support
- Fiction & Non Fiction Texts
- Novel Studies
- Online Reading Programmes & Apps
- Core5 Lexia
- Oral Language Development
- Opportunity to share orally in class
- Sharing personal writing
- School Speech competitions
- Viewing & Presenting
- Interpreting visual information e.g. graphs & diagrams
- Literacy Shed motivation
- Spelling Shed
- Letter formation & Handwriting
- Daily writing opportunities
- Creative & Narrative Writing
- Persuasive Writing
- Report Writing
- Poetic Writing
- Tuhi Magazine
- W.O.W Wall in Info Centre
- Class Spelling, Punctuation & Grammar Programmes
- Class Te Reo programmes
- Te Ao Maori Student Course
- Info Centre
- Reading Recovery
- Fact-a-thon
- Structured Literacy Programme

### MATHEMATICS

PR1ME Maths Programme Includes:

- Becoming PR1ME ready programme for Year 0 students: Early Numeracy & Counting, Across Curriculum opportunities, class & group discussions
- Hands on Learning with Materials
- Number Bonds
- Ordinal Numbers
- Times tables & Basic Facts
- Addition & Subtraction strategies
- Multiplication and Division strategies
- Fractions
- Decimals
- Percentages
- Measurement: Length, mass, volume
- Time
- Money
- Statistics: Tables & Graphs
- Geometry: Shapes & Patterns
- Angles
- Ratio
- Area & Perimeter
- Algebra
- Average, Mean, Mode
- Problem Solving Strategies
- COSDMBRICS Support
- Out and About/Fun Friday Maths
- Mathex
- Math-a-thon
- Coding & Robotics
- Online Maths Programmes & Apps

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## INQUIRY LEARNING

### SCIENCE

- Garden to Table programme
- Sustainable School Garden
- Physical World - Energy around us Inquiry Study
- MOTAT STEAM cell visit
- Continued relationship with Beetopia including possible school trips to Beetopia
- School beehives
- Whitebait Connection
- EnviroSchools & Waste Busters visit Encouraging environmental awareness & sustainability practices
- ChART Art

### TECHNOLOGY

Designing innovative solutions to real world problems using the following skills:

- Brief design and development
- Product design, modelling and development
- Design evaluations
- STEAM Challenges
- First LEGO League Challenge (National competition for Year 5 & 6 teams)

Digital Technologies include:

- Computational Thinking
- LEGO Education
- Robotics & Coding
- Use of tools such as Duplo, BeeBots, Spheros, LEGO WeDo 2.0, LEGO EV3
- Classroom Use of iPads & Chromebooks (Yr 4-6)

### SOCIAL SCIENCE AND AOTEAROA NEW ZEALAND HISTORY

- Exploring Government organisation and economy in relation to Aotearoa New Zealand History
- Treaty of Waitangi
- Cultural games and crafts day
- Developing Cultural Capabilities for Sustainability Programme
- MAGIC Values & Wheel of Choice
- Caring for and appreciating our local environment
- Matariki Family Evening

### HEALTH AND WELLBEING

- Student First Aid lessons with St John
- Year 5 & 6 Puberty programme
- MAGIC Values
- Wheel of Choice
- Sunsmart programme
- Travelwise programme
- Garden to Table programme
- Peer Mediation programme
- Year 4-6 Camps
- Cybersmart programme
- School procedures
- Personal hygiene
- Safety drills
- Class Councillors & Peer Mediators
- Home Learning Challenge connection between home & school

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## OTHER LEARNING AREAS

### EDUCATION OUTSIDE THE CLASSROOM AND PHYSICAL EDUCATION

- MMMM Fitness Programme
- PMP programme (Year 0 & 1)
- Aquatics programme (In school pool)
- Ball skills
- Sports specialist lessons
- School Sports events e.g. Swimming Sports, Cross Country, Athletics Day, Run Jump Throw, School Fun Run, Jumping June
- Interschool Sports Days e.g. Swimming Sports, Netball, Soccer, Hockey, Cross Country, Athletics, Tabloid Sports
- Hunger Ball
- Elite Sports Days
- Year 4 to 6 Camps: Kayaking, Archery, Confidence, Course, Orienteering, Sailing, Raft building, Rifle, Shooting, Water Slide, Team Games, Bush Bivy, Campfire cooking, Bike Riding, Scavenger Hunt, Swimming
- School trips related to curriculum content
- End of Year trips
- Wheels Day
- House games & competitions

### THE ARTS

#### DANCE, DRAMA, VISUAL ART AND MUSIC

- Jump Jam Teams, lunch sessions & class lessons
- Glee Club
- School Choir
- Kapa Haka
- Class music lessons including instruments & singing
- Camp Concert performances
- Class assembly items
- Student presenters at assemblies
- Radio Crew
- Role plays linked across curriculum content
- Plays within reading programme
- Readers theatre
- Calendar Art
- Tuhi magazine
- Author/Illustrator visit
- Class art lessons including sketching, painting, construction, collage, fabric & fibre, print-making
- ChART competition

### TE AO MAORI

- Kapa Haka Ropu
- School Pepeha
- Waiata
- Myths & Legends
- Waitangi Day
- Matariki
- Te Wiki o te Reo Māori
- Aotearoa New Zealand Histories Inquiry
- Māori ideas and values taught through art - Koru, kowhaiwhai, etc.
- Tikanga Māori (cultural knowledge)
- Wai Ako Programme (Years 0-4): teaching basic pronunciation, phrase structure and vocabulary through song

### STUDENT LEADERSHIP AND SCHOOL CELEBRATIONS

- School Leaders
- House Leaders
- Tech Crew
- Radio Crew
- Peer Mediators
- Class Councillors
- Info Centre Techs
- Yummy Monitors
- Sports Captains
- Travelwise Ambassadors
- Student Receptionists
- Shop Monitors
- Cultural & Performance Group Leaders
- Buddy Readers
- Class & House Assemblies
- Trophy Assembly
- Home Learning Challenge Assembly
- Prizegiving Assembly
- Year 6 Graduation
- End of Year Trips
- Cultural, Arts & Leaders Assembly

