

# Year 5 Parent Information Night 2017



## CLASSROOM MANAGEMENT

### Rules:

1. Listen and follow directions
2. Respect classmates and teachers
3. Raise hand before speaking and leaving your seat

1-2-3 Magic (*linked to school's Behaviour Management Plan*)

Positive Reinforcements (*linked to School Values*)

## COMMUNICATION

**School diary-** Filled in Monday with upcoming events/notes for the week, please check weekly and sign Thursday night. Students will keep reading log in their diary.

**School Newsletters-** any updates/information will be added accordingly

**Meetings-** can be arranged with enough notice. The best way to organise is through email

**Contact-**  
breglia.adrienne@cathednet.wa.edu.au

## iPads

- All documentation regarding the 1:1 iPad Program is on the following school website:  
<http://stpiusxipadprogram.weebly.com>  
Please discuss these agreements with your child and encourage them to follow through
- Apps; need to be regularly updated. Visit the website for current app lists; <http://stpiusxipadapps.weebly.com>

## TECHNOLOGIES CURRICULUM

### Design and Technology

- building/creating
- encourages students to create solutions
- activities include construction, Lego, projects etc

### Digital Technologies

- computational thinking
- opportunities to create a range of solutions, such as games and interactive stories and animations
- activities include coding,

## Specialist Days

<u>Tuesday</u>	<u>Thursday</u>	<u>Friday</u>
Sport, Italian	Science/Lit	Music, Sport

## HOMEWORK

- Approximately 30 minutes increasing to 45 minutes during the year
- Consists of reading, spelling and maths tasks
- Will be sent home Monday and returned Friday, to be marked as a class and signed by the teacher
- Students are encouraged to take pride in the presentation of their homework each week

## TECHNOLOGY IN THE CLASSROOM

- Continual revision of Cyber Safety and appropriate use of Technology and Internet Safety
- Explicit teaching of research skills
- Makerspace Fridays
- Using iPads as a tool for film making, researching, presenting data and information
- Exploring coding through Spheros and Robotics