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| **EPISODE** | **TITLE** | **EPISODE THEMES** |
| **1** | **THE MAGNIFYING****GLASS** | * Investigate, observe, discuss – magnification
* Magnifying glass, telescope, microscope
* Light: bends (magnifying glass), rainbows
* Sketching observations
 |
| **2** | **POSSUM** **COUNTS** | * Numeracy: counting collections, skip counting
* Patterns and algebra: sorting
* Data representation: tally marks and tables
 |
| **3** | **THANK YOU** | * Japanese marbling technique: suminagashi
* World map: location of Japan in relation to Australia
* Social management: showing appreciation
 |
| **4** | **STARGAZING** | * Rotation of the earth
* Night and day
* Appearance of the moon’s surface
* Phases of the moon
 |
| **5** | **THE BUTTERFLY** | * Butterfly: body parts and functions, life cycle, symmetry of butterfly wings
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| **6** | **POSSUM LEARNS TO****RIDE** | * Gross motor skills
* Bike riding: learning how to
* Self-management: regulate emotions, perseverance
 |
| **7** | **THE AMAZING EGG****BEATER** | * Simple machines: cogs and pulley system
 |
| **8** | **SALLY BAKES A PIE** | * Fractions: whole, halves, quarters, thirds
* Social management: showing appreciation, sharing
 |
| **9** | **THE CODE** | * Coding: developing and following instructions including codes
 |
| **10** | **POSSUM THE****RECYCLER** | * Environmental awareness reduce, reuse, recycle
 |
| **11** | **THE MELTING MYSTERY** | * Changing states; liquid (water) > solid (ice) > liquid (water).
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| **12** | **THE CLOCK** | * Measurement:
* Time: hours, half an hour, minutes, seconds
* Time markers: analogue clock, pendulum clock
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| **13** | **POSSUM SPELLS** | * Dramatic play - ‘Possum school’
* Literacy
* Fingerspelling in Auslan
* Written English
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| **14** | **THE MARBLE RUN** | * Forces: push, pull, gravity
* Chain reaction
* Rolling, sequence of events
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| **15** | **THE SURPRISE PARTY** | * Social management: showing appreciation to friends
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