|  |  |  |
| --- | --- | --- |
| **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 |
| **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). |
| **12** | **THE CLOCK** | * Measurement: * Time: hours, half an hour, minutes, seconds * Time markers: analogue clock, pendulum clock |
| **13** | **POSSUM SPELLS** | * Dramatic play - ‘Possum school’ * Literacy * Fingerspelling in Auslan * Written English |
| **14** | **THE MARBLE RUN** | * Forces: push, pull, gravity * Chain reaction * Rolling, sequence of events |
| **15** | **THE SURPRISE PARTY** | * Social management: showing appreciation to friends |