Student Reports
Glossary for Parents 2019

English

- articulate – to speak clearly
- clause – a part of a sentence containing a subject and a verb
- complex sentence – a sentence containing 2 or more verbs and a part that cannot stand alone e.g. Whilst walking to the shop, on a bright and sunny day, I fell over and hurt my leg.
- comprehension – the process of understanding a text – there are different levels of this: **literal** – the simplest level – able to be found in the text; **interpretive** – hidden in the text; and **inferential** - students use their background knowledge to help them understand
- conjunction – a joining word, such as 'and', 'but', 'because', etc.
- criteria – an accepted standard used in making decisions or judgments about something
- cursive writing – a style of handwriting where letters are joined together
- decodes – solves/ works out
- entry and exit flicks – beginning and endings of letters in cursive handwriting style
- fluency – the ability to read quickly and smoothly without interruptions
- intonation – to change the tone of one's voice to make it more expressive e.g. to make it higher or lower
- 'looks right', 'sounds right', 'makes sense' are prompts used by teachers to encourage students to monitor their reading and writing
- Mentor Sentence program - is a grammar and punctuation program which teaches students about parts of speech (nouns, verbs, adjectives, etc), effective use of punctuation and how to create simple, compound and complex sentences
- modal language – expresses the writer's or speaker's opinions or argument. Words, such as will, always, likely, often, might or maybe, suggest the certainty of what the speaker/writer is suggesting
- multimodal texts – use a combination of two or more communication modes, for example, print,image, spoken text as in film or computer presentations.
- phonics – the sounds made by individual and combinations of letters
- phrasing – the ability to make a piece of reading sound like 'talking'
- pitch – high/low as in voice
- rule of three - is a writing technique based on the principle that three elements, such as characters, humorous events, adjectives or arguments, are more satisfying or effective
- run-on sentence – an incorrectly written sentence which has omitted punctuation or the overuse of the word 'and'
- simple sentence – a sentence containing only one verb (action word)
- skimming & scanning – looking quickly over a piece of writing to find important words or pieces of information
- 'sounds out' – breaks words into sounds in order to work it out e.g. sh/o/p=shop
- 'somebody, wanted, but, so, then' strategy - a framework to use when summarising the action of a story or historical event by identifying key elements. The strategy also helps students identify the main ideas, recognise cause and effect relationships, make generalisations, identify differences between characters and look at various points of view.
- 'Super Six' strategies – includes making connections, predicting, questioning, summarising, visualising and monitoring. Are strategies taught to improve comprehension
- Talking & Listening – activities that incorporate teaching students to speak clearly; express ideas; use such things as eye-contact, posture and volume; attentively listen; ask and answer questions; follow directions, etc
- text – a piece of writing or visual information; a book, magazine article, etc. Texts may be written or spoken
- time connectives - indicates a connection in a sentence or between sentences, e.g. firstly, secondly
- tunnels metaphor -
- well-structured (text) – well written; follows the structure of the particular text type
- Words Their Way - is a spelling program based on word sorts (according to letter-sound patterns, word origins, word meanings, etc) aimed at the developmental level of students

Mathematics
- 2D – 2 dimensional e.g. circle, square, triangle
- 3D – 3 dimensional e.g. cube, cone, pyramid, prism
- algorithm/algorism – e.g. $22789+$ or $423x$ or

$$\frac{22789}{19947} \qquad \frac{423}{18} \qquad 3\overline{)71}$$

- analog/analogue – e.g. a clock with numbers and hands; as opposed to digital
- axis of symmetry – an imaginary line through the middle a shape that cuts the shape in two pieces
- bridging to ten – start with one number, count up to the nearest multiple of 10, then add the balance of the number, e.g. 17 + 8 = 17 + 3 = 20 then add the remaining 5 to equal 25
- compound shape - a shape made up of other simple shapes
- counting-on-and-back – counting forwards and backwards from a given number (other than 1)
- decomposition method – subtraction method involving trading
- denominator – the number below the line in a fraction which indicates the number of parts making up the whole
- digit – number – a four-digit number is, for example, 1359
- equivalent fractions – two fractions are equivalent if they are equal, e.g. 1/2 = 2/4
- flip, slide, turn – terms used to describe the manipulation of 2D shapes
- Friends of ten – two numbers that add together to total 10, e.g. 6+4, 7+3, etc
- hefting – the act of holding two objects, one in each hand, in order to determine which is heavier or lighter
- inverse operations – relationships between the operations addition, subtraction, multiplication and division, for example, 7+3=10 therefore 10-3=7 or 5x3=15 therefore 15÷3=5
- mean **–** average
- median – the middle number in a sequence of numbers
- Numeracy Ninja - a daily five-minute quiz designed to help students quickly recall number facts
- number facts – e.g. 1 +1 = 2; combinations of numbers that add to 10 – 1+9; 2+8; 3+7; 4+6; times tables
- number pattern – a pattern made using numbers e.g. 1,4,7,10,13 – the pattern is made by adding 3 each time
- numeracy – basic competence in mathematics
- multiplication facts – sometimes referred to as 'times tables', e.g. 6x4=24, 6x5=30
- on and off the decade – on the decade e.g. 10,20,30,40,etc; off the decade e.g. 1, 11, 21, 31, 41, etc
- operations – refers to addition, subtraction, multiplication and division
- skip counting – counting by 2s, 5s, 10s, etc
- 'split' strategy – 64+43 = 60+40 and 4+3 = 100+7 = 107
- TEN – Targeting Early Numeracy
- 'TEN' time – activities to develop understanding of number concepts
- tessellation –the fitting together of shapes, with no spaces in-between
- the language of chance – 'chance' is an aspect of the mathematics curriculum – it has to do with the possibility of things occurring – related language - possible, impossible, likely, unlikely, one-in-six chance, etc
- trading – carrying from one column to another when adding, subtracting, multiplying or dividing

Other Key Learning Areas
- body percussion – the use of parts of the body to create music – e.g. clapping hands, slapping knees, stamping feet or a combination of the sounds produced by these actions
- Communication circle / Circle time – opportunities for students to discuss topical issues in a safe environment
- 'design-and-make' process – an aspect of the Science & Technology curriculum – it involves students designing, choosing appropriate materials for and making a product
- independent worker – able to complete activities to an acceptable standard without any assistance or interruption
- Manga – form of animation
- media – (in creative arts) materials used by artists to create works e.g. paint, clay, fabric, crayon, charcoal, etc
- media – (in English / HSIE / science) types of media communication, such as newspapers, T.V., radio, posters, etc.
- recall – the ability to remember

- Safety network – a term used in child protection lessons to describe the people, e.g. parents, family, teachers and friends, that can act as a support for students
- SLSO – 'Student Learning Support Officer' A person trained to deliver individual programs to students who require assistance
- static balance – a stationary balance on one foot
- strategies – a systematic plan or method for achieving a particular goal.
- Student Representative Council (SRC) – An elected group of student leaders that contribute to decision making within the school
- sub-culture – a culture within a culture e.g. Irish-Australians
- techniques – procedures or skills used in a particular task e.g. in art – painting, sketching, collage, sculpture, etc
- Think, Pair, Share – students think about their ideas before discussing with a partner and sharing with the class
- tunnels metaphor - choosing a path/making good life choices can be compared to choosing one of a series of tunnels as you go through life; also, if you are experiencing difficulty or have made a choice that you are not happy with, there is always a way out at the other end of the tunnel