## Student Reports Glossary for Parents

| $\quad$ ENGLISH |  |
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| Phrase | Definition |
| articulate | to speak clearly |
| clause | a part of a sentence containing a subject and a verb |
| complex word | a word with two or more morphemes, e.g. faster (fast) (er) |
| complex <br> sentence | a sentence containing 2 or more verbs and a part that cannot stand alone e.g. Whilst <br> 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 <br> simplest level - able to be found in the text; interpretive - hidden in the text; and <br> 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 |
| CVC words | consonant-vowel-consonant words (e.g. cat) |
| decodes | the process in which knowledge of letter-sound relationships, including knowledge of <br> letter patterns, is used to identify written words. |
| digraph | Two letters that represent a single sound (phoneme). Vowel digraphs are two vowels <br> (oo, ea). Consonant digraphs have two consonants (sh, th). Vowel/consonant digraphs <br> have one vowel and one consonant (er, ow) |
| Sentence <br> Study program | is a grammar and punctuation program which teaches students about parts of speech <br> (nouns, verbs, adjectives, etc), effective use of punctuation and how to create simple, <br> compound and complex sentences |
| dipthong | a sound formed by the combination of two vowels in a single syllable, (as in coin, loud, <br> and side) |
| flicks and exit | beginning and endings of letters in cursive handwriting style |
| fluency | the ability to read quickly and smoothly without interruptions |
| grapheme | a letter or combination of letters that corresponds to or represents phonemes (sounds), <br> for example the f in frog, the ph in phone, the gh in cough |
| 'sounds right', |  |
| 'makes sense' |  |
| are prompts used by teachers to encourage students to monitor their reading and |  |
| writing |  |
| to change the tone of one's voice to make it more expressive e.g. to make it higher or |  |
| lower |  |


| 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 |
| :---: | :---: |
| morphemes | the smallest meaningful or grammatical unit in language. Morphemes are not necessarily the same as words. The word cat has one morpheme, while the word cats has two morphemes: cat for the animal and sto indicate that there is more than one. |
| multimodal texts | use a combination of two or more communication modes, for example, print,image, spoken text as in film or computer presentations. |
| multisyllabic words | having more than one and usually more than three syllables |
| phoneme | a spoken sound |
| phrasing | the ability to make a piece of reading sound like 'talking' |
| pitch | high/low as in voice |
| prefix | a word part that is attached to the beginning of a base word to change the meaning or form, e.g. unhappy, dislike |
| 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 |
| suffix | a word part that is attached to the end of a base word to change the meaning or form, for example jeweller, eating |
| 'Super Six' strategies | includes making connections, predicting, questioning, summarising, visualising and monitoring. Are strategies taught to improve comprehension |
| speaking \& 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 |
| vowel sounds | short (examples): 'a' in cat, 'e' in leg, 'i' in sit, 'o' in top, 'u' in rub and 'oo'/'u' in book and put <br> long (examples): 'a' in baby, 'e' in emu, 'i' in sign, my, 'o' in no, boat, 'u' in moon, rude |
| 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 |  |
| :---: | :---: |
| Phrase | Definition |
| 2D | 2 dimensional e.g. circle, square, triangle |
| 3D | 3 dimensional e.g. cube, cone, pyramid, prism |
| algorithm / algorism | $\begin{array}{lllll}22789+ \\ \underline{19947}\end{array}$ or $\begin{array}{c}423 x \\ 18\end{array} \quad$ or $\left.\quad 3\right) 71$ |
| 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-andback | counting forwards and backwards from a given number (other than 1) |
| decomposition method |  |
| 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 $5 \times 3=15$ therefore $15 \div 3=5$ |
| mean | average |
| median | the middle number in a sequence of numbers |
| 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 <br> facts | sometimes referred to as 'times tables', e.g. $6 \times 4=24,6 \times 5=30$ |
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| on and off the <br> 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 $2 \mathrm{~s}, 5 \mathrm{~s}, 10 \mathrm{~s}$, 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 <br> of chance | 'chance' is an aspect of the mathematics curriculum - it has to do with the possibility of <br> things occurring - related language - possible, impossible, likely, unlikely, one-in-six <br> chance, etc |
| trading | carrying from one column to another when adding, subtracting, multiplying or dividing |


| OTHER KEY LEARNING AREAS |  |
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| Phrase | Definition |
| body <br> percussion | the use of parts of the body to create music - e.g. clapping hands, slapping knees, <br> stamping feet or a combination of the sounds produced by these actions |
| coding | a step-by-step procedure required to solve a problem |
| Communication <br> circle / Circle <br> time | opportunities for students to discuss topical issues in a safe environment |
| 'design-and-make' <br> process | an aspect of the Science \& Technology curriculum - it involves students designing, <br> choosing appropriate materials for and making a product |
| digital <br> technology / <br> technologies | electronic tools, systems, devices and resources that generate, store and process data. |
| independent <br> worker | able to complete activities to an acceptable standard without any assistance or <br> interruption |
| Manga | form of animation |
| media | (in creative arts) materials used by artists to create works e.g. paint, clay, fabric, <br> crayon, charcoal, etc <br> (in English / HSIE / science) types of media communication, such as newspapers, T.V., <br> radio, posters, etc. |
| recall | the ability to remember <br> Safety networka term used in child protection lessons to describe the people, e.g. parents, family, <br> teachers and friends, that can act as a support for students |


| SLSO | 'School Learning Support Officer'A person trained to deliver individual programs to <br> students who require assistance |
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| static balance | a stationary balance on one foot |
| strategies | a systematic plan or method for achieving a particular goal. |
| Student <br> Representative <br> 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, <br> sculpture, etc |
| Think, Pair, <br> Share | students think about their ideas before discussing with a partner and sharing with the <br> class |

