CURRICULUM OVERVIEW

ENGLISH: Exploring An Informative Text: Students will read, view and listen to a range of texts that contain certain structural elements and language features that reflect an informative text. They will create an informative text on a given animal and also draw a labelled diagram to accompany the text.
Spelling: Students will continue with Spelling Mastery and weekly spelling focus.

MATHEMATICS: Students will represent, partition, compare and order 3 digit numbers. Solve simple addition, subtraction, multiplication and division problems using a range of mental and written strategies. Describe the features of three-dimensional objects. Gather data related to a question and create and interpret a graph. Recognise and interpret halves, quarters and eighths of shapes and collections.

SCIENCE: Good to Grow : Students examine how living things, including plants and animals, change as they grow. They ask questions about, investigate and compare the changes that occur to different living things during their life stages.

HASS: Students will study the impacts of technology over time and how this has affected the lives of people.

The Arts: Visual — Up, Down and All Around. Students will continue to respond to artworks and identify where and why artworks are made and presented. They will create and display experimental and imaginative artworks to represent a sense of place, both real and imaginary.

The Arts - Drama Students will devise, perform and respond to drama using picture books and poetry as a stimulus.

SPECIALISTS

LANGUAGES: Students will learn the names of some farm animals and colours, building recognition of hiragana characters to sound out familiar words and sentences. Students will also be introduced to more cultural practices and festivals.

MUSIC: "Musical Stories"
Year 2 students will make and respond to music by exploring the ways that music can evoke stories, including soundscapes and sound stories, program music and lyric stories.

TECHNOLOGIES: Digital
Students will collect, explore and sort data about living and no living then use digital systems to present the data creatively. They will recognise and explore patterns in their data and represent their findings as pictures, symbols and diagrams. Students will explore the importance of passwords, explore cyber safety and computer security and how to safely share ideas online.

HEALTH AND PHYSICAL EDUCATION: In PE, students will demonstrate dodging and running skills and test alternatives to evade others/objects in tagging games. Students will demonstrate strategies to work in groups and play fairly during tagging games. *In Health, students explore what shapes their own, their family and classroom's identity. They will examine similarities and differences in individual and groups and ways to include others to make them feel they belong. Students will explore the importance of celebrating who they are and respecting each other's similarities and differences.*

CLASSROOM/ SCHOOL COMMUNITY UPDATES

ASSEMBLY: Weeks 3, 6, 9
P&C MEETING: Wk 2 Mon 15/07 @ 6:30pm, Wk 7 Mon 19/08 @ 9:30am

EVENTS/EXCURSIONS/INCURSIONS

Wk 1 -   09/07 NAIDOC Day Activities
12/07 Junior Athletics Carnival Year P-3 (9-1)
Wk 3 -   26/07 National Tree Day SRC
Wk 5 -   07/08 – 14/08 Life Ed Van Healthy Harold Years P-4
09/08 - AST Breakfast 8am Tuckshop
Wk 6 -   Science Week
12/08 – SRC Animal Welfare League Charity Drive starts
13/08 – 14/08 - 3 Way Conferencing
16/08 – Bullying NO WAY! Day
Wk 7 -   23/08 - Book Character Parade P-6 9:15
Wk 8 -   27/08 - 28/08 Father's Day Stall
29/08 - SRC Animal Welfare League Charity Drive concludes
30/08 - Gold Coast Show Holiday
Wk 9 -   04/09 – Gilston SS Arts Showcase
Wk 10 - 09/09 – 11/09 – Footsteps Dance P-6
12/09 – National R U OK? Day

TERM 3	WEEK	RULE	FOCUS
	1-2	Be a Learner Be Respectful	Wear your uniform with pride
	3-4	Be Safe	Walk on concrete
	5-6	Be Safe	Play by the Rules
	7-8	Be Respectful	Use the High 5
	9-10	Be Safe	Keep hands and feet to self

POSITIVE BEHAVIOUR/SCHOOL RULES

Be a Learner
Be Respectful
Be Safe

Earn a Bee Sting
for Positive Behaviour

Towards the Class Beehive
Rewards and Certificates

CLASS BEEHIVE