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2025

## CURRICULUM OVERVIEW

**ENGLISH:** Students will read, view and listen to a range of texts that contain certain structural elements and language features that reflect a persuasive text. They will create a persuasive text for an audience of their peers to express a preference for a place or setting.

**Spelling:** Students will continue with Spelling Mastery and weekly spelling focus.

**MATHEMATICS:** Students will use mathematical modelling to solve multiplicative problems. They will recognise and interpret halves, quarters and eighths of shapes and collections. They will compare and classify shapes. Students will measure and compare length, mass and capacity of shapes and objects.

**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** Students identify where they experience visual arts. They describe where, why and/or how people across cultures, communities and/or other contexts experience visual arts.

## 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 make a 'Living or non-living' classification quiz game using a visual programming language called Scratch. Students will plan their quiz game in an unplugged format and then use this to follow the problem-solving process to design and create a digital solution.

With the teacher's guidance, students will explore the importance of demonstrating respectful behaviour when communicating in online environment. They will explore cyber safety and computer security and how to safely share ideas online.

**HEALTH AND PHYSICAL EDUCATION:**

In Physical Education, students will develop and perform the specialised movement skills of passing, kicking and catching in 'All Codes' football game situations. In Health, students will explore the feelings, challenges and issues associated with making the transition to secondary school.

## CLASSROOM/ SCHOOL COMMUNITY UPDATES

**ASSEMBLY:** Weeks 3, 6, 9

**P&C MEETING:** Wk 6 Mon 18/08 @ 9:30am

## EVENTS/EXCURSIONS/INCURSIONS

**Week 1 - NAIDOC SUNS Visit (P-2) 9:30 -10:30**

Lucas Proudfoot- P-2 @ 11:40, 3-6 @ 12:40

NAIDOC Day Activities Fri 18/07

**Week 2 - SRC Pyjama Day Wed 23/07**

**Week 5 - Science Week 'Decoding the Universe'**

Nerang Alliance - Science Extravaganza Thurs 14/08

Bullying NO WAY! Day Fri 15/08

**Week 6 - Book Week "Book an Adventure" Parade Fri 9:15**

Year 2 Heritage Museum excursion Thurs 21/08

**Week 7 - 3-Way conferencing 26/08, 27/08**

**Week 8 - Father's Day Stall 1/09, 2/09**

Year 2 HOTA, Imagine 4/09

**Week 9 - GSS Arts Showcase Wed 10/09**

National R U OK? Day Thurs 11/09

**Week 10 - Footsteps Dance P-6 Mon - Wed**

POSITIVE BEHAVIOUR/SCHOOL RULES			
	WEEK	RULE	FOCUS
TERM 3	1-2	Be a Learner Be Safe	Be a problem solver use the High 5
	3-4	Be a Learner	Have a growth mindset show persistence
	5-6	Be Respectful	Look after and respect sporting and classroom equipment
	7-8	Be a Learner	Listen to and take on feedback
	9-10	Be Respectful	Include and encourage others to play and join in



Earn a Bee Sting  
for Positive Behaviour



Class Beehive  
Honey pot

